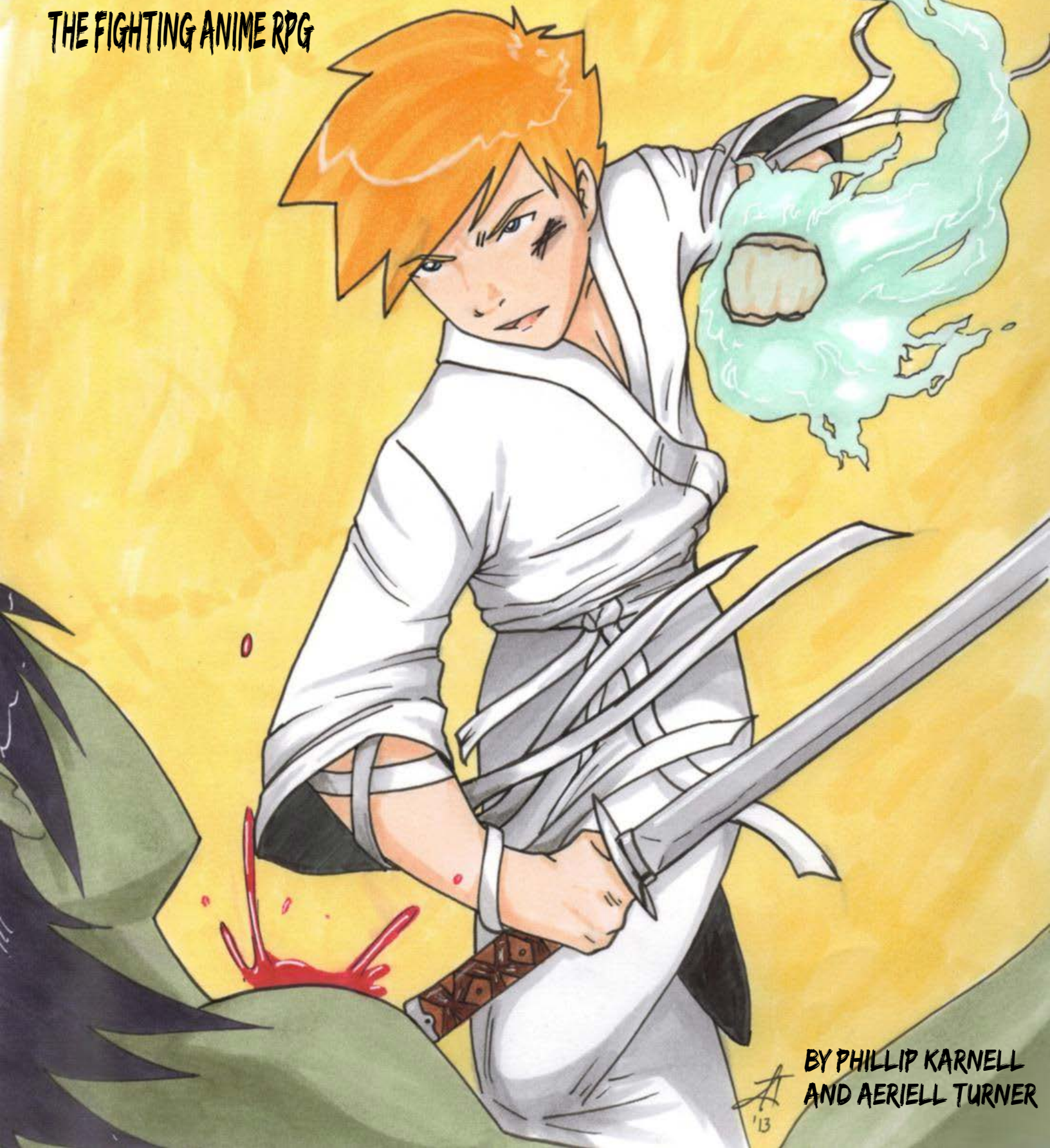# SHONEN FINAL BURST

THE FIGHTING ANIME RPG

BY PHILLIP KARNELL
AND AERIELL TURNER

SHONEN FINAL BURST
THE FIGHTING ANIME RPG

Enter a Universe of unbelievable power! This is Shonen Final Burst, the fighting anime RPG. Inside you'll find everything you'll need to make your own shonen warriors and get crazy in over-the-top battles. SFB uses unique card-based combat mechanics that emphasize the awesome tactics and trickery you'd expect from a real shonen fight. Throw mountain smashing punches, call on the power of your friends and rivals, ascend to your ultimate form, and never back down! This is Shonen Final Burst, and it's time to power up!

CREDITS

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Finally, the utmost thanks go to Akira Toriyama, Eiichiro Oda, Masashi Kishimoto, and Tite Kubo.

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THE GAME, THE SHOW

Shonen Final Burst is a table top roleplaying game designed to emulate the crazy action and excitement of your favorite fighting anime and manga. This game allows you to create your own high-powered heroes and go nuts in over-the-top battles. It's a game about fighting for what you believe in, no matter the cost. Here we introduce the basic rules of the game and let players know what they'll be doing. Let's start with a quick explanation of roleplaying and the main themes of the shonen genre.

WHAT IS A ROLEPLAYING GAME?

This is a game about telling stories. Specifically, *Shonen Final Burst* is about capturing the essence of shonen anime. It's basically playing make-believe. You decide the actions of a character you create and provide narration for their amazing fights and melodrama. This book provides rules for how to resolve tricky situations where the outcome is uncertain. When you put it all together you will be able to create your own shonen anime stories with your friends!

Players

Every game needs players. When we talk about the players of *Shonen Final Burst* we are referring to you, the reader. The players are the driving force of the story and get to make all the major decisions and choose how to deal with challenges. Players design and control a character and narrate or act out their actions during the game. This character is called a player character (PC). We sometimes call these characters "shonen" or "fighters", too. The best way to imagine this is by thinking of a shonen anime show. You get to control one of the main fighters in that show. You're in charge of how they battle, what powers they use, who they're friends with, their motivations, and how they grow. There are other characters in the game called non-player characters (NPCs) which you don't have control of. They're there for you to interact with and probably beat up.

The Producer

There is one special player called the Producer. This player is responsible for creating the overall plot of each game and describing the scenery and other characters to the players. She's one part referee and one part storyteller. The producer controls most of the NCPs and designs the challenges the players face. She doesn't have a personal character like the other players – she's in charge of the whole rest of the game instead. We call her the Producer because of the connection between

Shonen Final Burst and anime shows. The Producer is the suggestive boss working in the background of a TV program. They're not the writer or the director; the Producer doesn't have absolute control. Her job is to guide the show along and make it crazy entertaining.

The Game, The Show

Shonen Final Burst is not about "winning". It's about working with the other players to tell a story. That story should be imagined like a shonen anime program, full of over-the-top drama, action and surprises! The players aren't competing with each other. They're also not working against the Producer, even though she'll be controlling some of the bad guys. Everyone's in it together to make an awesome show.

WHAT IS SHONEN?

Shonen (technically: shounen) is a phrase in Japanese that means "young people", specifically young boys. In this game we refer to shonen as a genre of anime and manga that caters to the tastes of males aged between 10 and 16. These comics and shows feature ridiculous action and fighting, along with deep friendships and clashes of philosophy between hopeful youth and cynical adulthood. There are tons of shonen series, each with their own peculiar emphasis on certain aspects of the whole shonen genre.

The series listed below are considered (by us, at least) to be part of the shonen genre, and have been inspirations for this game:

The Big Four
- Dragon Ball, Dragon Ball Z and Dragon Ball GT
- Bleach
- Naruto and Naruto Shippuden
- One Piece

Other Favorites and Examples
- Rurouni Kenshin
- Hunter x Hunter
- Full Metal Alchemist
- Yu Yu Hakusho
- Fist of the North Star
- JoJo's Bizarre Adventure
- The Prince of Tennis
- Wakfu

HE AND SHE

For simplicity's sake, we refer to the Players as "he", the male pronoun, and the Producer as "she", the female. Although shonen anime is mostly skewed toward young males, this game has no gender bias.

Some series are more about friendship and humor, while others focus on epic planet-rocking battles and have very little drama. However, we think that there are some universal shonen themes and quirks. Here are some of the concepts of the genre, which we've based the game rules around.

FIGHTING IS INEVITABLE: This is arguably the most distinct aspect of the shonen genre. Shonen anime is a showcase for badass fights. All shonen fight. It's unavoidable. The story is progressed through fighting. Characters develop through combat; physically, mentally and even emotionally. Fighting is the first (and sometimes only) option for resolving important conflicts. This is not to say that fights are empty spectacles of violence, though.

FIGHTING IS TALKING: This is a corollary to the first genre convention. Because fighting is the focus of a shonen story, all the important plot events and character developments are wrapped up in the battle too. Emotional crises, revelations of dark secrets, admissions of love, and all other kinds of drama happen during a pitched fight. This is because fighting is talking and talking is fighting. Warriors yammer on about philosophy and their reasons for fighting while beating each other down. The enemies make use of this too! Evil plots are almost always revealed at the height of a match by overconfident villains. The arena is your soapbox in the genre. Your important arguments are most likely going to be resolved by fighting. When you can't convince them with words you need to use your fists – even if they're your best friend.

FRIENDSHIP AND RIVALRY: Shonen are not solitary creatures; far from it, in fact! The shonen genre places a huge value on friendship and loyalty. Even though most fights are one-on-one, your buddies are always there to lend you support. It's a great honor to back up a friend, even if it means staying out of an important grudge-match and taking care of another fight. Friendship is big, but so is rivalry. Shonen are ambitious and often butt heads when their goals are on the line. Enemies can become allies, and friends can become terrible foes.

MELODRAMA: Shonen anime is full of colorful characters with bold personalities. There is certainly some nuance, but it usually takes a backseat to outlandish melodrama. Everything is a huge deal! Every enemy is an ultimate threat, simple misunderstandings balloon into cataclysmic personal issues, all promises are utterly unbreakable, and insults are deadly serious. Shonen are earnest, not nonchalant or dismissive. It's a big part of the genre to be a little obtuse on social interactions, to be surprised by your enemy's secret techniques, and to have to scream at your friends to the point of tears. Big emotions lead to entertaining payoffs!

ANYTHING GOES: There are hundreds of shonen series with thousands of amazing characters, techniques, powers and worlds. Inventive powers and well-designed characters are badges of honor. This means the creativeness (or craziness) is cranked up to 11. Characters can be anything from aliens to zombies. They can control common flame or have exotic powers like turning people into delicious candy. All these weird abilities work together because it's shonen. Nothing is too weird. Fighters usually take any kind of opponent seriously, no matter how quirky they are.

JUST POWERFUL ENOUGH: Shonen are all amazing fighters. They are capable of absolutely superhuman feats, like smashing mountains, throwing energy beams, and even flight. They can all take ridiculous amounts of punishment and still get back up, regardless of their size or training. Shonen are always just strong enough to fight other shonen. They may lose, but they can at least step in the ring. However, their strength seems to mysteriously vanish when they're not in a fight! A fighter that moves faster than the human eye will still spend minutes running up a huge staircase. A warrior who can pulverize a house will still struggle to open a massive barred door. There is a distinct divide between a shonen's powers in-battle and out-of-battle. Most series don't even try to address it; it's just weakness for the story's sake.

GETTING BACK UP: Losing is sometimes more entertaining than winning. Shonen often go up against impossible odds and enemies that are many times more powerful that they are. Shonen are underdogs. Because of this, they get the crap kicked out of them. Still, they always manage to get back up! Sometimes they manage to squeak out a victory; sometimes they lose. Characters and players are not penalized for losing, because losing is part of the genre.

THERE'S ALWAYS SOMEONE STRONGER: There is a definite cycle in most shonen series. The fighters struggle against a powerful enemy, lose a bit, get stronger, and then usually return and defeat the jerk. By the end of the story they are much more powerful than when they started. However, there is always another threat or person to fight! The shonen genre focuses on relative power. This means that new bad guys are going to be strong enough relative to the shonen to challenge them. The fighter's super techniques from the previous story become their new baseline power, forcing them to develop brand new ultimate-super techniques to beat the new threat!

HOPE: Above all, shonen is an optimistic genre. The characters have grand goals and ridiculous ideals. A darker genre filled with realism and cynicism would grind these dreams to dust. Luckily, there is hope. Shonen are going to lose, but they can get back up.

Enemies may seem unbeatable, but there's still a chance. No matter how bad a situation looks there is always a way. It may take a few false starts, and maybe some friends might pay the price along the way, but there's a chance. Nothing is impossible, and this is the principle that brings all the others together.

WHAT DO I DO IN THE GAME?

Good question. As a player, basically two things:

FIGHTING!

No need to be shy about it: *Shonen Final Burst* is a game about fighting. The fight is the center piece of any shonen episode, so it's also the main focus of the game. Fighting in *Shonen Final Burst* is almost always one-on-one, usually between a PC and an NPC controlled by the Producer. These battles are fought simultaneously with the players all taking turns smacking down their personal opponents, even though all the fights are separate and distinct. In this way the spotlight passes around the players as they each get time to describe their actions, play their cards, and determine their outcomes. To fight you draw cards, secretly arrange them in your hand, and then reveal them for both offense and defense. You also call in friends from the sidelines for bonuses, make ridiculous descriptions of your attack, and manipulate cool tactical options to gain the upper hand. Each round ends with damage being dealt to both sides and a healthy dose of trash talk. There are even rules for players taking control of NPCs for a change of pace and to enjoy beating up their friends.

ROLEPLAYING!

The shonen genre is also about over-the-top drama. The heroes and villains all need reasons to fight and these motivations are the driving force behind their stories. Players put themselves into their character's shoes and control their social life and philosophy. Shonen characters love talking about why they are fighting during a battle. They also love butting heads with friends and rivals. During the course of the game the players will have time outside of fights to pursue relationships, practice hobbies, go on globetrotting quests for mystical wish-granting rocks, or set up intricate plots of revenge. All the PCs are automatically connected as Brothers or Rivals, so the makings of your relationships are already in place. Throughout the game the Producer will definitely throw in interesting NPCs to challenge you. Maybe they'll be allies, or maybe they'll be bitter enemies. She might toss some romantic trouble your way, too. Heck, NPCs could just be awesome comic relief! As a player you should get ready to fully enter an awesome shonen series, however you see fit.

SOME NEW FRIENDS

Throughout this book you'll encounter example characters from popular shonen shows. Here's a brief rundown of some of them:

Shirosaki Sanshiro is from *White*, a series about Angelic warriors fighting Demons for the souls of humanity. He's the guy on the cover! Other characters include Ruliel, a fallen Angel, Atsuno Crowley, a mysterious Demon hunter, and Mike, the steadfast buddy-supreme.

Spiral is from the show *Spiral Squire*, which features elemental chakra-manipulating Knights. Some of his friends include Rose, a skilled lady Squire, and Crow, a seriously grim overachiever. Spiral himself is shown below, goofy and optimistic as always.

You'll also hear about series like *Galaxy Star X*, one of the most famous anime series ever. If you don't already know, this one is about hyper-powered alien martial artists fighting to save the Earth!

Finally, the crew of *Big Treasure* makes some appearances as well. Their show is a gloriously insane adventure in a world full of powerful pirates!

The Primetime Universes chapter has detailed info on *White* and *Spiral Squire*, and you'll see those characters featured in the art across the book.

GAME TIME, SESSIONS AND ARCS

A game session will revolve around Fights and Filler. Fights and fighting make up the bulk of the game, but not to the exclusion of non-fighting activities. The part of the game where the PCs are not actively fighting is lovingly called filler. That time is usually spent building up the character's personality through conversation, confrontation, and non-fighting actions. Players can also take actions during filler to gain advantages for their next battle. A shonen show is not complete without filler, because it provides the best opportunity for character interaction and development.

During a game session the characters get into fights as narrated by the Producer. The fights progress round by round and showcase the characters' amazing combat abilities. Characters will take damage as the battle goes on until somebody goes over a predetermined threshold, ending the fight. Importantly, *PCs can lose fights and still keep playing*! The shonen genre often has the main characters lose a battle or two only to bounce back later even more determined to win. Part of the spirit of the game is to constantly struggle and get stronger, so the story continues on even when players lose.

A game session is an arbitrary amount of time. Whenever you and your friends get together to play *Shonen Final Burst*, you can say you're in a game session. Some groups have sessions that last all day or night. Others can only find time to play once or twice a week for a couple of hours. There is no set minimum or maximum amount of time to play a game session. Also, there is no definite end to the entirety of the game. You can keep playing *Shonen Final Burst* as long as you like, and there are rules for constantly powering up your character.

An individual game session should be imagined as an episode of shonen anime. Multiple sessions (episodes) are connected by a theme, like a quest for magic stones for example. It will take multiple sessions to wrap up the story, but it'll be a great ride filled with fights, special effects, character development, and surprising moments. This series of connected sessions is called an **Arc**. The story of an Arc is designed by the Producer with input taken from all the players. The Producer also designs the NPCs and threats the players will face during an Arc.

The important thing about the Arc is that it tells an interesting story and has a notable end point. Each fight is a major part of the series and the outcome shapes the story. Winning a battle will lead to one opponent and story path, while losing will lead to another. As mentioned before, losing a fight does not stop the character or player from playing; it totally changes what's going on in the story though! By the end, all paths converge on one or more Bosses, the super-villains of the story who require more than one PC to beat.

Between fights the characters have time to decompress, plan, train and socialize. Players will allocate the rewards they receive from their battles to increase their characters' power. This is also when the characters can use their imagination and non-fighting abilities to see if they can get any advantages before the next brawl starts. For example, they can manipulate circumstances so that the macho-guy PC with fire powers can battle the cute hyper-girly ice-powered baddie, which would be an awesome fight!

Once an Arc is over the group can move on to the next story and start a new Arc. PC statistics and power increase during an Arc and reach a maximum point near the climax. After an Arc the PCs revert to the mechanical power of starting characters, but with some permanent bonuses for the next Arc. They'll start the upward climb for power again in the next story. So, characters build temporary power rapidly during an Arc, and gain permanent power slowly for each Arc they complete.

THE CARDS

This game uses decks of playing cards to determine how effective your actions are. You'll draw, arrange and play cards to determine your attacks, defenses and other moves. You'll also use these cards outside battle to perform non-combat related actions (like sneaking around, building stuff, or talking to important NPCs). The cards you'll be using are regular American playing cards; the kind used for games like poker or blackjack. The decks must have 4 distinct suits, and this game refers to the common suits of spades (♠), hearts (♥), clubs (♣), or diamonds (♦).

Each player will have their own deck of cards, called a **personal deck**. The deck is slightly different from a normal playing card deck you buy off the shelf. Each personal deck contains **only the cards from Ace to Ten of all 4 suits**, and no face cards (or Jokers) at all. Take a basic deck, remove the Jacks, Queens, Kings and Jokers, and you're done. So, each personal deck has 40 cards. Players should keep their personal decks separate because the cards in the deck can change as their characters increase in power and complete Arcs.

All the players and the Producer also share a deck called the **game deck**. This deck contains only the cards of Ace through Ten of all 4 suits, and no face cards. However, it contains two of each card for a total of 80 cards. Basically, the game deck is made from two normal personal decks combined. The game deck

should have a different back design than the personal deck to differentiate them. The game deck doesn't change like the personal decks.

Finally, there is a special deck only used by the Producer when the characters fight the main villain of the Arc. This deck is called the **Boss deck**. It contains **only face cards** of all 4 suits - the Jacks, Queens and Kings. The boss deck has 48 cards, comprised of four of each individual card. Since face cards aren't used in the game or personal decks, you can construct the boss deck from their leftovers. The specific rules for the boss deck are in the Producer Section - Enemies. From here on out we will just discuss the player cards.

We've found it's easy to get cheap packs of cards at your local dollar store or big-box mega retailer. You'll need 1 deck for each individual player, plus 2 more for the game deck, so you probably won't be breaking the $10 mark with an average sized game group of 4 players and a Producer.

Explaining the Cards
All cards have a suit (♠,♥,♣,♦) and a number (1-10). Aces are 1s. 1 is the lowest value and 10 is the highest.

At the start of each round the players draw 5 cards from the personal deck and a variable number from the game deck. Players will then select some cards to play for their attack, some for their defense, and some to be placed aside in reserve for special actions. The offense and defense cards are played face down in front of the player. Once both sides have arranged their cards they can be revealed and tallied, giving you the final combat values. The cards are always revealed simultaneously when both players agree they're ready. Players discard all their played and leftover cards at the end of the round and then draw fresh cards for the next round.

The Numbers
The numbers on the cards are added together to create a value that is added to your **attributes**, which are measurements of your character's offensive and defensive power. Adding **attribute values** to **cardplay**

values creates your **total attack and defense values** for the round. Attributes range between 0 and 100.

There are special rules to playing cards, too. You must construct smaller sets of cards from the ones you draw, and then play those for offense or defense.

Cards played for offense are called a **combo**. Cards in a combo must be in sequential numerical order, like a straight in poker. Combos may contain between two and five cards. You can't make a combo with just one card, and you can't make a combo with six. When you make a combo, you add up the values of all the cards in the combo for your total. For example:

> If you make a combo from a 3, 4, and 5, you would add them all up for a total value of 12. You'd then add 12 to your attribute to get your attack total for the round! If you made a combo from 6, 7, 8, 9, and 10, that would add up to 40. You couldn't make a combo from a 2, 4, 6 and 8, because they're not directly sequential.

Cards played for defense are called a **block**. Cards in a block must have matching values, like pairs in poker. Blocks may contain between 2 and 5 cards. You can't make a block with one card, and you can't make a block with six. When you make a block you add up the values of all the cards in the block for your total. For example:

> If you make a block from a 4 and 4, you would add them together for a total value of 8. You'd then add 8 to your attribute to get your defense total for the round! If you made a block from four 6s, that would add up to 24. You couldn't make a block from a 5 and a 7, because they don't match.

MATHEMAGIC

Always round up. This counts for any effects that halve card value or attribute value.

Don't go below 0. Any subtraction that would produce a negative number instead just stops at 0.

Cardplay Example: Combos

Combos must contain cards in sequential order. Add them up for the final value!
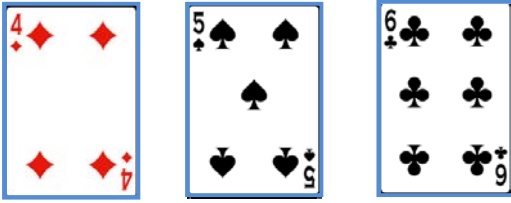
This works! All the cards are in direct sequential order.

You would add these up like so: (4+5+6) = **15**
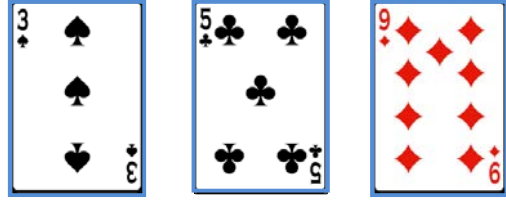
This doesn't work at all. None of the cards are in direct sequential order. You cannot make a combo with this.

Cardplay Example: Blocks

Blocks must contain cards that match. Add them up for the final value!
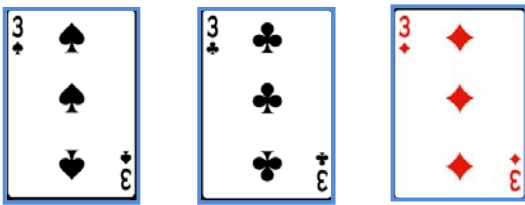
This works! All the cards match. You would add these up like so: (3+3+3) = **9**
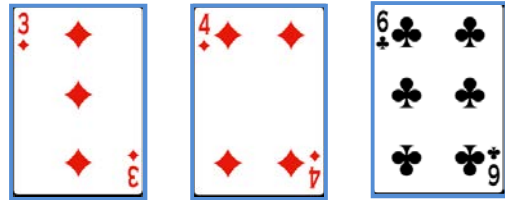
This doesn't work. None the cards match. You cannot make a block with this.

The Suits

The suits on the card represent the **techniques** of the character. Techniques are shonen super-powers like control over fire, the ability to make ice daggers, move at hyper speed, or cast ninja illusions. Each character has four techniques, one for each suit of cards. If you play enough of the same suit in a combo or block, the technique will **activate** and provide amazing bonuses!

The majority of the technique rules are in the Techniques chapter, but here's a sneak peek at the basics:

To activate a technique, the combo or block must contain a certain number of cards of the same suit. Some powers activate if you just have 2 cards of the same suit, while more powerful bonuses only work if you have 4 or 5 matching. Importantly, the cards of matching suits have to be next to each other to count toward activation. In other words, they must be sequential and *contiguous*. For example:

Playing a combo with 4♦, 5♦, and 6♣ activates the technique associated with diamonds (♦). Since two diamonds are next to each other, this combo would activate the 2-card bonuses for that technique. Playing a combo with 3♦, 4♦, 5♦, and 6♣ would activate the 3-card bonuses. However, playing a combo of 4♦, 5♣, and 6♦ would not activate the technique, as the diamonds are not next to each other (contiguous).

Activating techniques in a block is easier; you simply need matching cards and matching suits. The order doesn't matter.

It's even possible to activate multiple techniques if you play your cards right!

*Techniques can be activated in a **combo** by playing cards of the same suit next to each other (ie: <u>contiguously</u>).*
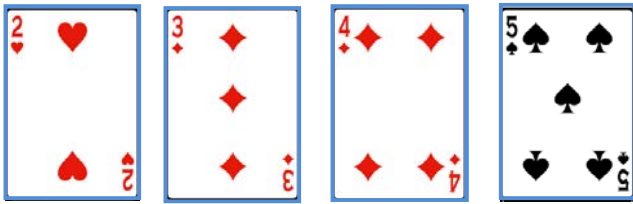
This combo has two diamonds (♦) that are contiguous (the 3 and the 4). This successfully activates the character's technique assigned to diamonds! The combo adds up to (2+3+4+5) = **14**, plus whatever 2-card bonuses apply from the diamond technique.
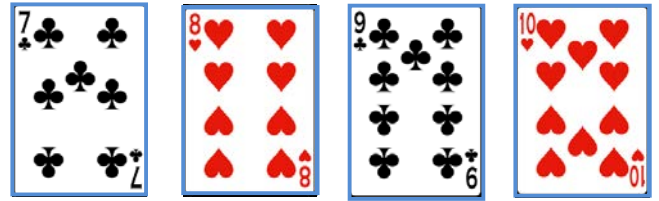
This is a valid combo, but it doesn't have any suits that are contiguous. This doesn't activate any techniques. The combo still adds up to (7+8+9+10) = **34**, but doesn't activate any technique bonuses.

*Techniques can be activated in a **block** by playing matching cards of the same suit.*
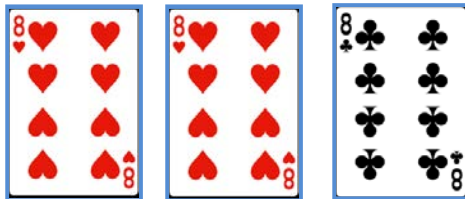
This block has two hearts (♥) in it. This successfully activates the character's technique assigned to hearts! The block adds up to (8+8+8) = **24**, plus whatever 2-card bonuses apply from the heart technique.

TECHNIQUES AND BLOCKS

You may be wondering how it's even *possible* to have two cards of the same value and suit in your hand.

Remember, players draw from both their personal deck and the game deck. The game deck contains two of every available card, so you can indeed activate techniques in blocks.

Also, don't forget that your personal deck can change composition as you complete Arcs. You can tailor your personal deck to contain more same-suited cards so you can take advantage of your favorite techniques!

BASIC COMBAT AND DAMAGE

Each round of combat begins with both sides drawing cards and pondering what they'll do.

A single round contains all the actions for both sides. They don't take turns hitting each other. They draw cards together, devise tactics simultaneously, place their chosen combo and block face down, and eventually reveal them at the same time. Both attacks are compared to both defenses, and both sides usually end up taking **damage.** Damage is the remaining value left over from an attack that overcomes a defense. If the defense value is higher than the attack then no damage is dealt. For example, if an attack is valued 10 and the defense is valued 6, the defender will take 4 damage. Simple!

It's important to know that since both sides' attacks and defenses are compared simultaneously, both fighters usually end up hurting each other simultaneously too. There is no difficult timing to attacks; they always happen at the same time! Although the actions are mechanically simultaneous, the players will have to take turns describing the effects of their cool attacks and defenses. The players and Producer can decide between themselves who gets to talk and describe first, but that won't ever have any effect on what mechanically happens with the damage numbers.

Damage is really important in *Shonen Final Burst*. Each fighter has their own **damage track** which measures how long a battle lasts by counting upwards until a certain point. Once that point is reached, the fight is over. Enemies and PCs always have the same limit on their damage track, but these limits change each fight.

For example, a sparring match or a fight just to distract an enemy and buy time will not last as long as a full knock-down drag-out grudge battle. The character who goes over the damage limit first *loses*. The other character *wins*. Since all attacks happen and resolve simultaneously, it's totally possible for characters to both wind up over the damage limit after the same round. In this case they *tie*.

A character's damage track is divided up into descriptive categories, like **property damage** (when the character is just being slammed through buildings and cliffs without serious consequence) or **deadly damage** (when blood starts flying and enemies are trying to kill you). Each of these categories is separated by a **barrier**, which stops damage from progressing past that specific point. So, even if a character is blasted by a preposterous attack valued at 349 damage, the damage would just stop counting up as soon as it hits a barrier (barring special rules).

Importantly, characters in *Shonen Final Burst* don't get weaker as they take damage − **they get stronger**! As you progress up the damage track you'll draw more cards and receive bonuses. The fighting just gets more and more intense as the battle continues!

Fighting isn't just about numbers and tactics though. Players should be totally hamming it up during their battles; describing their nutso attacks, impressive evasions, talking *mad* trash to their opponents, and in general acting like the characters in a shonen anime. In fact, you get impressive bonuses for over-the-top narration!

ATTRIBUTES, STYLES AND STATUS EFFECTS

Attributes are core character statistics. There are five attributes: **Strength**, **Speed**, **Mind**, **Skill**, and **Energy**. The attributes help represent how the character attacks and defends. These appear in greater detail in the Character Creation chapter.

Every character has their own **style**, which is their personal fighting method. Your style determines what attribute your enemy has to defend with based on which attribute *you* choose to attack with.

Players won't know their opponents style until they start getting attacked, which makes fights really interesting! Fighters have to try using different attributes to see what works best on their enemy. Using the same attribute each attack won't guarantee victory, no matter how high it is! Styles encourage shonen to work around their enemy's strong points and use diverse tactics.

Status effects (or **SE**s) are negative conditions that hinder a character's fighting prowess. Characters can inflict SEs using their techniques as part of a combo or block. SEs can do nasty things like halve an attribute, make it harder to activate techniques, or worse. Many battle strategies come from inflicting and then exploiting status effects. Characters don't feel the pain of an SE until the round following the attack, and SEs disappear after one round. This makes SEs like 'set-up' effects, weakening your opponent for your next attack.

There are ten status effects in total, ranging from physical issues like **Paralyze** to emotional conditions like **Hopeless** or **Berserk**. Status effects come in two strengths, **normal** and **intense**. Intense status effects are much worse, last longer and are harder to inflict. Normal SEs are common enough that every technique has an easy way to inflict a few of them. More details are in the Combat! chapter.

POWERUP, SIGNATURE MOVES AND TRANSFORMATIONS

Shonen can store up power during a fight and unleash it at the most badass possible moment! Characters have a statistic called **powerup**, which determines how much extra energy they store each round. This is done by placing cards from your hand aside that not being used in a combo or block. The cards are set aside in your **aura**, which is like a holding tank for all your extra mojo. Characters have options for expending cards from their aura for impressive special effects. You also have to power up in order to activate crazy special attacks and devastating alternate battle-forms!

When you see "powerup" (as one word) we're referring to the character statistic. For example:

Mike has a powerup score of 4.

When you see "power up" (as two words) we're talking about the action of setting aside cards. For example:

Crow powered up two cards last round.

Signature Moves

All shonen have special secret attacks with cool names. These mega attacks are impressive, powerful, and iconic; they're much more powerful than any normal attack the fighter can produce. In *Shonen Final Burst* these amazing attacks are called **signature moves** (or SMs).

Players design their own signature moves from a big list of options. These moves get even gnarlier as the characters progress in power through an Arc. Characters can activate SMs after they have built up a number of cards in their aura and have a kind of special currency called **power tokens**. Power tokens (PT) are

gained over the course of many fights and are detailed more in the Combat! chapter.

SMs are super powerful and are capable of inflicting massive damage, lots of status effects, some unique conditions, and even blasting through damage barriers. When players activate their signature moves their opponent can see the trouble coming and have the chance to launch their own SM out of desperation (if they have the juice). If they do there's a huge lightshow as two planet-wrecking hyperbeams slam into each other and vie for supremacy!

Signature moves are so iconic they get their own chapter, named Signature Moves.

Transformations

The most popular shonen series have characters that can change into an ultimate battle-form when the chips are down. This is different from how the character gets progressively better over the course of many fights; these form changes are sudden and shocking. They unleash amazing power, often drastically changing the basic ways a character fights. In *Shonen Final Burst* these sudden mid-battle shifts are called **transformations**.

Players design their own transformations from a big list of options. They can choose from bonuses that boost certain attributes, techniques, grant protection from SEs, and even change their style! Much like signature moves, transformations require powered up cards and power tokens.

Characters can even increase the level of their transformation and progress to further heights of power. The source material is full of characters who believe they've reached the "ultimate level of power" only to find that there is another even more preposterous level past that. If a player decides that that isn't suitable for their character, there's also the option to create multiple transformations with different powers, like a speedy form and a big burly form.

Transformations are detailed in their own chapter too.

ARCHETYPE, ALLIES AND GIMMICKS

A good shonen character isn't just a mishmash of combat powers. The personality and visual design of your fighter should be just as important and interesting as his city-wrecking super powers.

Archetype

All characters have an **archetype** that helps define what kind of badass they are. These archetypes are meant to imitate the normal character-types that always pop up in a shonen anime. Players can choose from archetypes like the **Pure-Hearted Warrior**, the **Guy With Glasses,** or even the **Coldblooded Bastard**.

Archetypes provide special abilities to use in combat; little one-shot boosts that are appropriate to the personality of the character. For example, the Guy With Glasses can gain insight into their opponent's stats because they're so brainy. On the other hand, Coldhearted Bastards can deal extra damage to beaten-up foes; kicking them while they're down!

Allies

Shonen shows have huge casts. New bad guys show up every Arc, and with them also come new friends or rivals. Shonen characters thrive off the interplay between their buddies and enemies. **Allies** are characters that can be called on during a fight to provide powerful bonuses and tactical help. The allies can jump in mid-battle to take a deadly blow for the PC, shout encouragement from the sidelines, or even appear in a flashback to give advice!

Players will collect allies through the course of many games and Arcs, and they stick with the characters and grow more powerful. Allies are not just NPCs, though. All the player characters are automatically allies to each other! PCs can be **Brothers**, which are positive and encouraging allies, or **Rivals**, which are competitive allies. There are different benefits to both, and they are tied together with the archetypes too. Any game group in *Shonen Final Burst* is going to have an awesome web of relationships built up over the course of the game, giving them both mechanical power and interesting stories.

Finally, allies also provide the character with **hobbies**, which are the out of combat 'skills' every character has. If you're friends with a quirky inventor girl, for example, she may give you ranks of the Science hobby, or maybe the Romance hobby! The hobbies are what you use during filler to overcome **challenges** and gain advantages.

Players can only have a certain number of allies on-call at any time, so it may help to think of them like 'equipment'. The allies are characters in their own rights, but they don't get separate actions and they're not subject to attacks or damage. There are more details in the Supporting Roles chapter.

Gimmicks

Finally, all shonen characters have weird bits of flair, backstory, or equipment that make them unique. We call all these quirks, perks or items **gimmicks**. Each gimmick provides a bit of flavor for roleplaying and a minor bonus. For example, being from a race of space monkeys is a gimmick, and this might provide you with a small bonus to powerup if you lose a battle.

All gimmicks are designed by the players, so they're absolutely unique. There are tons of minor bonuses listed that they can choose from in the Gimmicks chapter. Characters gain more gimmicks over the course of many battles, which mimics the progression of a series by revealing more of the fighter's secrets Arc by Arc!

PUTTING IT ALL TOGETHER

With all the allies, archetypes, hobbies and gimmicks (not to mention stuff like attributes and techniques) a *Shonen Final Burst* character will have lots of interesting aspects that encourages the kind of melodramatic and high-powered action that this genre is all about!

When you're ready to sit down and start playing the game, we recommend doing so as a whole group. All the players should decide who will be the Producer, and everyone should talk about the kind of character they want to play. PCs aren't just dull blocks of stats; they have motivations and personalities. A game of *Shonen Final Burst* is supposed to tell story over the course of the Arc. Each character should have some interesting reason to be fighting alongside (or against) their buddies – you'll need some imagination to figure that out, so work it out with your friends!

The group will also have to decide what kind of shonen **Universe** they're playing in. A universe is the term for the crazy world the game takes place in. Two universes are lightly detailed throughout the book and illustrate how to construct Arcs, characters, Bosses and other things. You are encouraged to use *Shonen Final Burst* to play in your own self-made Universe, or to play directly in your favorite shonen show!

CORE GAME CONCEPTS

There are a few **core game concepts** we need to discuss before we move on to Character Creation. These are the major guidelines for the theme and tone of the game.

In the meantime, here's a checklist of things and concepts that should exist in most shonen series. If your game embraces the majority of these bullet points, you're pretty much in check with the themes of *Shonen Final Burst*.

The Shonen Litmus Test (Fighting)

- ○ Over-the-top battles with intricate powers and interactions between styles or abilities.
- ○ Fights are usually one on one.
- ○ Training and evolution; getting better by leaps and bounds each fight.
- ○ Secret or unimaginable attacks and special powers.
- ○ Turning the tables on your opponent by revealing startling new powers or tactics.
- ○ Being assisted by friends or cheered on.
- ○ Becoming more powerful based on how messed up you are.
- ○ Saving power and pacing the fight for dramatic or tactical effect.

The Shonen Litmus Test (Roleplaying)

- ○ Optimism and idealism for the heroes; cynicism and pragmatism for the villains.
- ○ Rivalry and personal drive to be stronger.
- ○ Melodramatic and overwrought relationships.
- ○ Impossible determination; swearing oaths and loyalty.
- ○ Heartfelt friendship and brotherhood.
- ○ Having a compelling reason to fight and explaining it during the course of the battle.

Any decent shonen series is both ridiculous **and** deadly serious at the same time. This is an important note on the tone of the game. The source material is ridiculous because it's wildly imaginative and well past the boundaries of sanity. The powers of shonen heroes are nearly limitless. There is no rational way to explain why a super-powered character can punch through mountains, but can also be buried and immobile under a reasonable sized boulder. Yet this happens *all the time*, in nearly every series. It is a tradition of the genre. Accepting the wackiness of the shonen genre and still taking it (mostly) seriously is part of the fun!

Reskinning

Reskinning is our term for changing the **narration or description** of an effect while keeping the **rules the same**. *Shonen Final Burst* is big on reskinning. We want you to do it as much as you need to! There is a limit to how much stuff can be crammed in one game. The shonen genre, however, has no such limits. The insane imaginations of the best shonen authors have produced stuff that defies explanation. What we've done is provide lots of cool rules and techniques that cover the most basic shonen powers. We know that we

haven't covered everything. We also know that would be *impossible*.

We don't want the players to feel hindered by the techniques and options we present. Everyone is encouraged to reskin stuff to fit their character or game universe. For example, if you like the mechanical effects of the Fire technique, but you're not a fan of fire for some reason, **go ahead and call it something else**. Change all the descriptions (but not the rules) so that "Fire" is something you find cool, like Radiation, Rust-Touch, or I-Have-A-Giant-Robot!

Reskinning doesn't even have to be that drastic. You can make little cosmetic changes, like turning your fire blue or white. You can say that your fire is infused with Angel Power, or Demon Energy. You can make a sword of pure flame and fight that way, instead of throwing fireballs everywhere. These are just descriptions. You are officially free to make your character as awesome as possible by changing your descriptions.

Playing Along
Playing along is vital to the narration of amazing shonen fights. Each round both fighters will clash with unbelievable attacks and outlandish defenses. Each player is responsible for describing their attack and defense based on their attributes, technique activation, and damage outcome. Both players need to weave their descriptions together to create a cool scene the other players can follow and enjoy. This is one of the big reasons *Shonen Final Burst* exists; to create badass scenes from your own personal anime.

Getting players to play along with each other's descriptions is top priority. People should be both gracious and awesome with their descriptions, leaving wiggle room for the other side to scrape out some coolness for themselves. Imagine playing cops and robbers as a kid: there's always that one punk who claims he's bulletproof, complete with "pa-ting" sound-effects. That kid wasn't *playing along*. Completely ignoring the descriptions of your opponent, refusing to be less than perfectly invulnerable, and being insultingly unimpressed by other player's efforts is *not playing along*. These things are uncool. It's also the behavior of villains, not radical shonen!

So, go along with the craziness that gets thrown your way. This goes hand-and-hand with reskinning. Your fellow players and the Producer will be going nuts with over-the-top descriptions and crazy special effects. Eventually, somebody is going to describe an attack or effect that sounds *completely impossible*, and maybe even unfair.

What should you do if your enemy announces that she has a technique that will kill you if she hits the same wound twice? **Play along**. There isn't actually any rule for automatically dying if you get hit twice. It's a colorful description! Go ahead and act terrified of the technique (it might be pretty nasty anyway). The same principle works for your attacks too. If you have an attack that "freezes an opponent in ice for 10,000 years", don't be surprised when they break out next round.

Remember, it's not only OK for shonen to get the crap kicked out of them; it's part of the genre. Play along with the craziness – foster the craziness – be crazy.

Everybody is Awesome
Players will naturally make their own characters as cool as possible. You are the stars of the show and will always have the most attention during the game. However, a good supporting cast or bad guy can really pump up the story. Players need amazing opponents that they can showcase their fighting skills and shonen-philosophy on. It doesn't help anyone if players constantly denigrate or ignore their opponents, villains or NPC allies. Players should also be excellent to each other, too. **Everybody is Awesome** is an important guideline for a healthy game group.

This may sound like advice for the Producer (who usually creates NPCs), but it's not. The players need to engage and take interest in the various NPCs that come along. It's a two-way street! By interacting with allies and enemies the PCs have a chance to show off their own personalities.

Different NPCs also have different relationships with the other PCs. You may happen to find a particular recurring bad guy boring, but he may be another PC's sworn rival! It wouldn't be very cool of you to kill him off. Likewise, it'd probably not be very cool to completely ignore his power or make nothing but hyper-badass descriptions of you stomping his butt. That'd detract from the awesomeness of your fellow PC, who views this guy as a worthy opponent. This is related to *playing along*, but in a broad roleplaying sense.

Essentially, NPCs are there to give the PCs opportunities to grow and be entertaining. When you fight an NPC you should want the match to be as gnarly as possible. When you argue with an NPC you want them to put up good trash-talk and intriguing ideas. When you're friends with an NPC you want them to be righteous, funny and loyal. They exist to make you look good, so allow them to do so.

Everybody Plays

Like the source material, the fight mechanics are designed for one-on-one battles. This would seem to tax the resources of the Producer, who should be controlling the NPCs, right? Not so. *The players play the enemies too.* This is the **Everybody Plays** principle!

Enemy NPCs have the same mechanics as PCs. There are no special rules to learn. In fact, they are often more simple to play. If you can play your own character, you can play *any* character. This speeds up the game immensely. Players match up evenly, one playing their PC and the other adopting an opponent, while the Producer handles any leftovers.

This ties into the Everybody is Awesome concept, too. The players are now faced with the proposition of having to temporarily play various NPCs. Some of these mooks will just be minor opponents, probably ignored after the Arc is complete. However, some of them may turn out to be really popular and slated for a recurring role. Players wouldn't be very happy playing an NPC who's boring, but most people would jump at the chance to guest star as a horrible villain or everyone's favorite comic relief goon! If the NPCs are being treated and developed awesomely, then players will enjoy playing them. In fact, they get to take front-seat in furthering their development and personality!

Basically, everybody is partially responsible for developing NPCs because of the Everybody Plays concept. If there is a lot of past history with the NPC, the Producer should sit back and watch the players fight over who gets to play him. Tactically-minded players may also jump at the chance to play NPCs just so they can see their abilities and statistics. This behavior should be encouraged!

It needs to be mentioned again that losing in *Shonen Final Burst* does not permanently harm a PC or ban them from further fights. It doesn't reduce their post-fight rewards either. Losing fights certainly changes the story, but it's not the end of the world. When players face off, either directly as PC rivals or if one is playing an NPC, it should be no-holds-barred. Softballing won't get anybody anything, so go ahead and fight at full power. Taking a dive is uncool.

There is a lot of advice on this concept and how to pull it off in the Producer Section. Some players are just not comfortable with playing NPCs, even occasionally. That chapter presents some other ideas on how to keep the game flowing and everybody engaged, but the default is **Everybody Plays**.

Finally, if everyone is enjoying playing *Shonen Final Burst*, then **mission accomplished**. Go ahead and decide what you need to change in order to make this happen. It's a game – games are supposed to be fun!

THE CAST OF *WHITE*: RULIEL, ATSUNO CROWLEY, MIKE, SHIROSAKI SANSHIRO, AND REIKO

CHARACTER CREATION

This chapter will guide you through the process of making your *Shonen Final Burst* character. Some of the character elements mentioned in this section may refer you to a later chapter, but you should be ready to jump into a game by the time we're done!

CREATION GUIDELINE

Step 1.) Concept

Speak with the whole group and start throwing out ideas. Think about the basics, like age, sex, personality and the kickass powers you want to use. The group will probably want to make niches for each of the PCs in order to be more original and avoid stepping on people's creative toes. Collaborate with your friends and make sure all the concepts work together.

Step 2.) Archetype

Your archetype helps focus your character concept and gives you a special power you can use once per battle. It also determines the bonuses you can provide the other PCs if you're their brother or rival, and some basic hobbies. You may select **one** of the 15 archetypes.

Step 3.) Attributes

Attributes represent your preferred fighting methods. All shonen excel at fighting, but the attribute scores help showcase their specific battle flavor. There are five attributes: Strength, Speed, Mind, Skill, and Energy. All attributes start at **1**. Players receive **50** points to increase their attributes. The maximum attribute score at character creation is **20**.

Step 4.) Combat Style

Your combat style determines how your opponent defends against your attacks. You must assign one defending attribute to each of your attacking attributes, without any repeats or overlap.

Step 5.) Techniques

Characters have **4** techniques. Techniques are chosen and assigned to the card suits. One of these techniques is a passive technique, which is always assigned to spades (♠). The other three techniques can be assigned to the other suits as preferred. All techniques start at rank **1**. Players receive **7** points to increase their technique ranks. The maximum rank for techniques at character creation is **7**.

> **Step 5a.) Powerup and Aura**
>
> A character's powerup score and aura are determined by the passive technique they have chosen, and the score of that technique.

Step 6.) Signature Moves

All characters begin with **two** signature moves. The types of moves are connected to the techniques they have selected. Signature moves are created from a big list of options in the Signature Moves chapter. Characters may start with more signature moves based on their technique ranks.

Step 7.) Transformations

Characters must choose their style of transformation at creation. They can choose to have **one form** with **5 stages** of power, **two forms** with **4 stages** of power, or **three forms** with **3 stages** of power. Transformations are created from a big list of options in the Transformation chapter. Characters may have more transformation options unlocked based on their technique ranks.

Step 8.) Gimmicks

Gimmicks help differentiate characters by providing interesting roleplaying quirks, and they also provide minor bonuses. Players may choose **two** gimmicks from the Starting Gimmicks list in the chapter of the same name. However, they may only **feature** (equip) **one** at first.

Step 9.) Allies

Everyone begins the game able to attach **two** allies. Your allies provide one-shot powers to assist you in battle. Your beginning allies can be the other PCs, or NPCs designed by you and the Producer. All PC allies have unique relationships with each other. These relationships have **1** point that must be assigned to either Rival or Brother. More information is found in the Supporting Roles chapter.

> **Step 9a.) Hobbies**
>
> Hobbies are the character's non-combat skills used to overcome challenges between fights. You start with **3** points to allocate on the interaction hobbies available to your archetype and **2** points for any action hobbies. Characters also receive hobby ranks from the allies they attach, so a starting character should have **six** hobby ranks.

Step 10.) Finishing Touches

Now that you've picked out your attribute spread, techniques and everything else, you should have a good idea of what your character can do! Fill in as many blanks as you can with the rest of the players, like: how did you all meet? Why are you rivals or brothers? What is the mysterious source of your techniques? How cool do you look? Do you have any crushes on NPCs (or fellow PCs)? Fill out the character sheet, draw a picture of your fighter (or snag one online) and get ready to rock.

CONCEPT

Shonen characters can be nearly anyone or anything! What kind of character do you want to play?

You are only limited by your imagination. You can create a character that falls into a good, well-defined role like the wise old master, or the hot-blooded youth.

Or, take things to the next level and play a wise old master trapped in a youth's body! Talk to your group and work out a cool cast of characters to play. You want to make sure you have decent reasons to work and fight together. You should also try to be respectful of other players' ideas. Try to choose different archetypes, gimmicks and techniques from each other. There are plenty of options out there!

A character's fighting ability is never limited by their description. Fighters of all genders, ages, races or species are more or less mechanically equal. Equipment doesn't matter either! You can go ahead and say you have a sword, or a gun, or a gunsword, lasersword or lasergunsword, and you won't have any advantages or penalties over a character who fights barehanded. Likewise, you can say your character is 10 feet tall and made of diamonds without having to spend any "points" on that.

Shonen Final Burst allows for lots of cosmetic effects that don't affect your game statistics. You can purchase things as **gimmicks** if you want them to provide you with a bonus, such as a special piece of equipment, secret style, or alien physiology. Otherwise, feel free to go nuts.

To be clear, the following things are not mechanically represented in *Shonen Final Burst*, and you should describe them as you like for your character. Stuff like this is only important if you make it into a gimmick:

- Sex
- Age
- Size and appearance
- Species or Race
- Equipment, including armor and weapons

THE GRIZZLED VET

ARCHETYPE

One of the first things you should consider is the character's **archetype**. There are lots of different types of characters in the shonen genre, and pretty much all of them fall into certain patterns and categories of behavior. It'd be hard to name a series without a naïve peaceful warrior, a busty femme fighter, or an all-knowing smartass. The archetypes are baked into every show, so they're super important to your character.

Archetype List
- **Coldblooded Bastard**
- **Everybody's Friend**
- **Grizzled Veteran**
- **Guy With Glasses**
- **I Fight For Fun!**
- **I Gotta Be The Best!**
- **Mysterious Know-it-all**
- **Naïve Pacifist**
- **Noble Elite**
- **Over The Top Hero**
- **Pure Hearted Warrior**
- **The Big Guy**
- **The Pretty One**
- **Troubled Antihero**
- **Way Too Casual**

Archetypes are exaggerations of a character's basic attitude and behavior. Shonen characters do have nuance, but they are also easily put into categories. All characters should find that they fit into one or more of these archetypes.

What to Archetypes do?

Each archetype provides a power the character can activate once per fight. The power is listed after the initial description of the archetype. These bonuses represent some iconic thing the archetype is known for in the shonen genre.

Archetypes also determine some of the hobbies a character can start with. Characters will receive hobby ranks to spend on three interaction hobbies listed with the archetype. You can spread the point around or concentrate them; your call. Finally, your archetype determines what special power you can provide a fellow PC if they attach you as an ally.

Characters only have one archetype at a time, but that archetype can change between Arcs as they develop their story. Players are encouraged to change their archetype after any completed Arc to show character growth. For example, a **Noble Elite** might have his family killed during an Arc and then switch to **Troubled Antihero** for the next story, representing his grim thirst for revenge.

The archetypes are not meant to be straightjackets to restrict your character creation or roleplaying. They're tools to *enhance* it. Playing along with an archetype is fun, and it's often expected in the shonen genre. You should always try to exemplify your chosen archetype, while at the same time making your character unique from others who may share it. Plus, you'll get extra bonuses after an Arc if you've been faithful to your archetype, so ham it up!

As a final note, **no archetypes are restricted by character size, gender, age or accessories** – you can be a Guy With Glasses without actually wearing glasses, and you can certainly be The Big Girl instead of The Big Guy.

COLDBLOODED BASTARD

The shonen genre is full of honorable fighters who tend to hold back against their foes. Even when they win, lots of fighters choose to not finish off their enemy. The Coldblooded Bastard is not that guy. These characters have their own dark reasons for fighting, but are all characterized by ruthlessness. They may not be strictly *evil*; perhaps they're just pragmatic. Still, they tend to be jerks.

Power: The character revels in their power and badassery, gaining strength after smashing their enemy to bits. You heal yourself for 15 damage, but only if your attack this round or last round made the enemy reach or exceed a damage barrier.

Hobbies: Deceive, Frighten or Romance

COLDBLOODED BASTARD

EVERYBODY'S FRIEND

Kind hearted and good natured, this archetype pulls the group together with cheer and hope. These fighters will give everything for their allies (or rivals), and are equal parts inspirational buddy and potential leader. A character who is Everybody's Friend will often try to talk their foes out of fighting, but is more than willing to beat them up and then offer a hand of comradeship.

Power: The character pumps up his friends with a crazy speech or battle-cry, boosting their power. You increase the level of an ally by 1 for the current round. This power can **specifically** be used when affected by the **Hopeless** status effect. It can raise the level of an ally from 0 to 1. It has no effect on allies already at maximum level.

Hobbies: Inspire, Comfort or Romance

GRIZZLED VETERAN

Although characters in the shonen genre tend to be young, there are always a few old-timers out there to show them what's up. The Grizzled Veteran is both a mentor and an example of what a life of fighting can bring. They can be friendly or gruff, wise or overly cautious, or anything in between. No matter what, though, these characters have lots of battle experience, and usually old enemies too.

Power: The character draws on their past fights and wisely deduces some of their opponent's capabilities. You can find out two of the following things about your opponent: How many SMs he has; how many forms he has; one of his techniques; the rank of a technique.

Hobbies: Inspire, Frighten or Deceive

GUY WITH GLASSES

Every series has that one character who's smarter than everybody else and has to show it. They're the ones who will push their glasses up right as they reveal some amazing secret they've divined through their intellect. Guys With Glasses may occasionally act superior, but they're valuable members of any shonen team. Somebody has to be the brains of the operation!

Power: The character can adjust their glasses and declare that they know all their opponent's secrets. You find out the exact current values of two of your opponent's attributes and which attributes they attack.

Hobbies: Comfort, Frighten or Deceive

I FIGHT FOR FUN!

Some guys just like to fight. They fight for no other reason than to test themselves and to have fun! Some can be philosophical warrior-poets searching for enlightenment through battle, while others are raging bloodthirsty berserkers. For these characters, fighting is the only life they know, and the love it.

Power: The character yells about how much fun they're having fighting, boosting their power. You increase your attack total based on your current damage category. Increase your attack by 3 if you're in property damage, 6 for cosmetic, 9 for serious, 12 for deadly, and 15 if you're at final.

Hobbies: Inspire, Frighten or Romance

I GOTTA BE THE BEST!

Sometimes a character has a crazy goal that seems impossible for anyone to achieve. The I Gotta be the Best! archetype is for characters who define themselves with some kind of quest or position that they're always trying to reach. These fighters are naturally optimistic about reaching their goal, relying on the help of their friends to get there. They fight people who stand in their way or threaten their dream of achievement.

Power: The character reaches deep down inside for inspiration and power after taking major damage. You can draw 1 card from the game deck. You can draw additional cards (for a total of three) conditionally. You can draw an additional card if your opponent's attack last round made your damage reach or exceed a barrier, or if the attack last round made your damage reach or exceed the deadly or final category barrier.

Hobbies: Comfort, Inspire or Deceive

MYSTERIOUS KNOW-IT-ALL

These characters are somehow very (very) knowledgeable about nearly everything, from secret techniques, to the enemies you fight, to what kind of underwear the boss villain wears. The problem is that they'll never tell you *how* they know this stuff! They don't show off the same staggering intelligence as the Guy With Glasses; their information comes from their secret past, not analysis. There's always an underlying question of trust with this archetype.

Power: The character reveals some secret completely out of the blue about their enemy's highest level of power. The opponent must state all of their attributes (with values) that are overpowered, any techniques ranked 9 or higher, and if they are capable of stage 5 transformations.

Hobbies: Deceive, Romance or Comfort

NAIVE PACIFIST

Everybody in the shonen genre has to fight eventually, but they don't have to like it. The Naïve Pacifist is far more extreme in their good nature than other archetypes. They truly despise hurting people, even bad guys! When forced to fight they'll be just as dedicated as other characters, but you'll often see them caring as much for their enemies as they do their friends.

Power: The character can protect themself through their purity, making their enemy unwilling to be a total bastard. You can ask your opponent to switch one status effect he is inflicting on you this round to any other status effect. If he declines to choose, you can decide what the SE changes to. This affects both normal and intense SEs.

Hobbies: Comfort, Frighten or Romance

NOBLE ELITE

These characters are honorable warriors, usually prodigies or actual nobility. The Noble Elite are often aloof or high-and-mighty, but they are also trustworthy. Many tend to have some kind of warrior's code or oath, or perhaps they just hold themselves to higher standards.

Power: The character can reassert their natural superiority over their opponent by proclaiming their cool heritage or code. You can draw 1 card from the game deck. You can draw additional cards (for a total of three) conditionally. You can draw an additional card if your opponent is at a higher transformation stage than you, or if you have less damage than your opponent.

Hobbies: Inspire, Frighten or Romance

OVER THE TOP HERO

Many shonen characters are heroes of some kind. The Over the Top Hero is the guy that embraces the idea of being a hero and takes it well past the point of modesty. They yell about JUSTICE and PEACE and LOVE and usually wear crazy costumes. For all the theatrics, they are often powerful fighters. Evildoers beware!

Power: The character declares that they are the unstoppable champion of [something awesome] and stands tall with a burst of invincibility! You postpone all normal intensity status affects you are currently suffering from, **specifically including Hopeless**. You suffer the effects of those SEs in the following round instead.

Hobbies: Inspire, Deceive or Romance

PURE-HEARTED WARRIOR

This is one of the most well-known archetypes. Pure-Hearted Warriors are fighters who devote themselves to protecting others. They're not out for glory or power, but will always step up to defeat evil. These fighters usually seek peace before they seek conflict, but are righteous foes when angered.

Power: The character can call for an honorable time-out to catch his breath, granting his enemy some rest as well. You may heal yourself for 15 damage and your enemy for 5.

Hobbies: Comfort, Inspire or Frighten

THE BIG GUY

These characters are defined by their toughness and stoicism. Being a Big Guy isn't just about having a large body, though. Most of these fighters have big hearts, too. The Big Guy knows he's strong and uses his power responsibly by helping the weak and his friends. He has to be careful, though; being big means being dangerous.

Power: The character stands their ground and absorbs damage that would absolutely wreck smaller fighters. You can increase your defense total against an attack based on the damage category you are currently in. Increase your defense by 3 if you're in property damage, 6 for cosmetic, 9 for serious, 12 for deadly, and 15 if you're at final.

Hobbies: Inspire, Frighten or Comfort

THE PRETTY ONE

Every shonen series has a character that is a pretty boy, an old pervert, a busty elegant lady, or some poor sap that falls in love with everything they see. The Pretty One is the archetype for characters who focus on love, romance, or just plain lechery! They fight for the hearts of girlfriends and boyfriends alike, or for their own vanity.

Power: The character takes a second to clean up, primp or be enflamed by love's burning passion and shakes off an enemy's attack. You can remove one normal status effect you are suffering from in the current round. You can remove an intense SE if your opponent is of the gender your character is attracted to (or if they are attracted to you).

Hobbies: Deceive, Comfort or Romance

TROUBLED ANTIHERO

Everybody's got problems, but this type of character takes them *seriously.* These fighters are dedicated to righting some wrong and they won't stop at anything. Troubled Antiheroes are hard to get along with sometimes, but they're relentless. They tend to be brooding and like staring off into the distance as wind howls ominously around them.

Power: The character loses their cool for a second and powers through an enemy that's resisting them. You can draw 1 card from the game deck. You can draw additional cards (for a total of three) conditionally. You can draw an additional card if your attack last round hit any damage barrier, or if your attack last round hit the deadly or final category barrier.

Hobbies: Inspire, Frighten or Deceive

WAY TOO CASUAL

These guys are the slackers of the shonen genre. They are gifted fighters like the other characters, but they would prefer to be lazy rather than train. Fighting is a pain in the neck, so they like avoiding it or getting it done as quickly as possible. They're usually not uptight at all, often pining for relaxation and comfort rather than worrying about the next awful thing that's sure to happen.

Power: The character lazily announces that they have to be serious for a single second, tapping into their power. You may instantly exchange one card from your hand with a card in your aura, or instantly put the top card of the game deck into your aura.

Hobbies: Comfort, Deceive or Romance

THE BIG GUY

ATTRIBUTES

Attributes are the 5 stats that measure how well a character uses certain fighting styles. They are **Strength, Speed, Mind, Skill,** and **Energy.**

What are the Attributes for?

Your attributes are the base numbers used for your attacks and defenses.

Whenever you attack you'll first declare what attribute you are attacking with. You'll then add the value of your attribute to the value of your combo. The same is true for your defenses and blocks.

When you describe your attack and defense you will narrate what your awesome action looks like based on your chosen attribute.

Your combos and blocks rely on the cards you draw, but your attributes aren't as random. If you have a high Strength, all your attacks and defenses with Strength should be pretty high.

Let's take a look at part of the *Shonen Final Burst* character sheet for a few examples.

This character's highest attribute is Mind, at 20. If the character was to make an attack with Mind, the base value of that attack would be 20. If they created a combo worth +12, their total attack would be (20+12) = 32.

If the character had to defend with Mind, the base value of that defense would also be 20. If they created a block worth +4, their total defense would be (20+4) = 24.

This character's lowest attribute is Energy, at 6. If the character was to make an attack with Energy, the base value of that attack would be 6. If they created a combo worth +12, their total attack would be (6+12) = 18.

If the character had to defend with Energy, the base value of that defense would also be 6. If they created a block worth +4, their total defense would be (6+4) = 10.

As you can tell, having high attributes really makes a difference.

SPEED
15

STRENGTH
11

MIND
20

20

10

0

ENERGY
6

SKILL
19
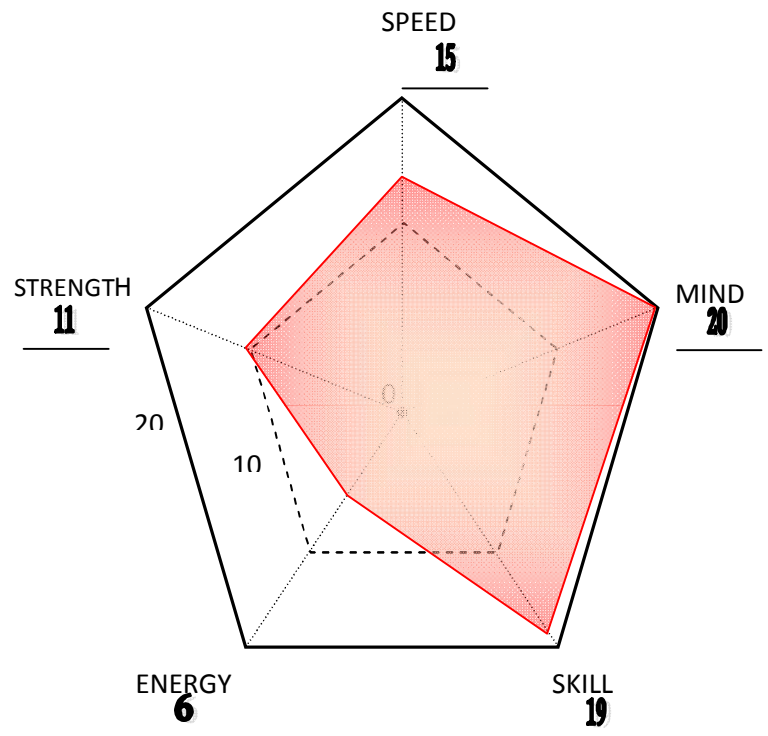
OVER THE TOP HERO

THE TROUBLED ANTI-HERO

What do the Attributes Represent?

In the shonen genre **everybody** is able to make and take bone-crushing blows, deflect or create energy beams, move so fast that they teleport, perform intricate martial arts, and somehow trick or outsmart their opponent. All characters should be able to do these things to some degree or another, but it's clear that some favor attacking or defending in certain ways. Some fighters focus on huge body-blows, while others are swift and slashy, and still others toss energy-balls around casually.

Because of this, the attributes don't represent *how* strong, *how* fast, or *how* smart you are. Instead, they indicate how good you are at *using* your Strength, *using* your Speed, or *using* your Mind to attack your enemy and defend against assaults. A higher score in an attribute shows that the character favors using battle moves that focus on that ability.

Attribute Descriptions

STRENGTH is the attribute for fighting with raw muscle power. Attacking with Strength is best represented by big, direct attacks you can put your whole body into. Mighty swings with fists or gigantic weapons are good Strength-based attacks, as is grappling or throwing big objects around. Defending with Strength is best represented by taking the hits and shrugging them off – not dodging but relying on your mass or toughness.

SPEED is the attribute for fighting with superhuman reflexes and movement abilities. Attacking with Speed is best represented by flurries of lighting quick strikes that take advantage of your response time or velocity. Moves that teleport you behind the opponent or are so fast that they cannot be seen are good Speed-based attacks, as are attacks that use fast weapons. Defending with Speed is best represented by dodging hits, often with cool teleportation or blinking around the battlefield – relying on your reflexes and supersonic movement.

MIND is the attribute for fighting with amazing tactics, insight and trickery. Attacking with Mind is best represented by setting up your opponent or exposing their weaknesses, while psyching them out via scare tactics. Maneuvering your enemy into places where you've set traps that disadvantage them is a great Mind-based attack, as is using stealth or strategy to harm or trick them. Defending with Mind is best represented by using your senses and smarts to out-think an attack before it wrecks you – using quick thinking to help get out of the way.

SKILL is the attribute for fighting with your expertise in established styles, forms and arts of battle. Attacking with Skill is best represented by elegant and precise strikes that are difficult to counter because of their perfect form. Expertly feinting, baiting and just plain outclassing your enemy is a good Skill-based attack, as is countering attacks or using calm and controlled martial arts. Defending with Skill is best represented by perfect blocks and parries that gracefully deflect the attack – using expertise rather than raw reflexes or muscle.

ENERGY is the attribute for fighting with the supernatural forces of your shonen universe. Attacking with Energy is best represented by throwing balls, bolts or beams of raw power (like chi or magic). Manipulating your powers or pushing them to full force are good Energy-based attacks. Defending with Energy is best represented by erecting defensive shields of pure mojo or using your natural power control to somehow absorb or deflect attacks – using innate supernatural force rather than your body's muscles or senses.

The attributes are mentioned again in the Combat! chapter, but all you need to know for now is that they guide your description of your attacks and defenses. There are no hidden bonuses or flaws that come from the attributes. You can't carry more because you may have a high Strength, and you don't act slower because you may have a low Speed. So, go ahead and pick the ones you like best and start assigning points.

PUNCHING WITH WORDS
BLOCKING WITH FEELINGS

The attributes help you define what your attack and defense looks like. There are some things in the genre that don't neatly fit into the five attributes presented here, though. In those cases you'll have to stretch your imagination and the definition of the attributes.

One of the most common "attacks" that isn't covered is when you yell at your opponent to break their fighting spirit or to snap them out of mind control. What attribute would you use for that? Well, any one, really. You can describe using Strength to grab them and yell in their face, or Speed to dodge around while you shout at them, or Mind to try and get them to see reason. You can use Skill to block and disarm them so they can't attack further, or even Energy to disrupt their spirit. These aren't physically harmful actions, **but they are still attacks.**

Your enemy will still be taking damage mechanically and the fight will still progress to the end point.

The point is you can reskin pretty much anything, even your attributes and attacks!

The Numbers

All characters start with **1** in each attribute.

You have **50** points to distribute among the attributes, with the maximum score at character creation being **20**. It's OK if your final attribute scores end up higher than 20 from your technique bonuses (more on that below!). You just can't increase them past 20 with these starting points.

Just like with archetypes, you can switch around your attribute levels after completing an Arc to represent character development. The total sum of your attributes won't be any higher, but you can shift values around to focus on different fighting methods you may have picked up during the story.

Overpower Limits

Attributes have certain caps on them, called **overpower limits.** These control how much of your attribute value you can apply to your attack and defense. These represent the constant "holding back" that shonen fighters practice, and also help with some mechanical balance.

The starting overpower limit for all attributes is 20.

> **The maximum attribute value you can apply to any attack or defense is equal to your overpower limit.**

This means that if you have a Strength of 22 and a Strength overpower limit of 20, you only add 20 to your Strength-based attacks and defenses. If you have a Mind of 36 and a Mind overpower limit of 28, you only add 28 to your Mind-based attacks and defenses. If you have a Skill of 99 and a Skill overpower limit of 22, you only add 22 to your Skill-based attacks and defenses.

You can **increase your overpower limits** by increasing your passive technique ranks, transforming, or using gimmicks. For example:

> Mike's transformation has a bonus that increases his Strength overpower limit by 10. He can now apply up to 30 (20 normally, +10 = 30) points of Strength to his attacks and defenses.

The overpower limits only apply to attack and defense calculations. So, any rule that reduces an attribute changes the **full value.** Having overpowered attributes really helps when you come across those penalties. For instance, if a penalty halved an attribute valued at 36, that attribute would be reduced to (36/2) = 18. That's a heck of a lot better than halving 20. Oh, and if you ever need to round any attribute numbers, **round up**.

COMBAT STYLE

Your **Combat Style** is your personal arrangement of which attribute attacks which. You can think of your combat style as your basic martial arts or the equivalent depending on the shonen universe.

What is Combat Style for?

Each round you choose what attribute you attack with. However, the defender does **not** get to choose what attribute they defend with. Your combat style is a preset arrangement that tells the defender **which attribute they must defend with** based on the attribute you use to attack.

So, the attacking character's combat style tells the defender what attribute they have to use for defense.

> Example: You have a combat style that has your Strength attack the enemy's Energy. Every time you attack with Strength, they must defend with Energy, no matter what.

> Your enemy has a combat style that has her Speed attack Strength. Every time she attacks with Speed, you must defend with Strength, no matter what.

Your combat style is made during character creation and it doesn't change during the game. There may be fights when your highest attribute is (luckily) locked into attacking your enemy's lowest score. In other fights your highest may be matched against theirs, relatively neutralizing your hardest hitting attacks. Or maybe their highest will be matched against your lowest! Each fight brings new tactical challenges because of the combat styles.

The combat styles are meant to add tactical options to fights. When you step up to battle an opponent you probably won't know their combat style. It will be revealed as you fight, with each of you trying out different attacks to see what works the best. There are a few ways to get hints at what kind of style a character has, like by using certain archetype abilities or hobbies, but it you'll more than likely just have to test it out during the battle.

The styles are also there to encourage you to use different attributes. The source material is full of characters trying different attacks out of desperation and succeeding!

How to make a Combat Style

There are 5 attributes; you must assign each of your attributes to attack one of your opponent's 5. Your completed combat style must be able to hit all 5 attributes.

When you create your style you cannot have Strength (for example) hit both Speed and Mind. Each attribute must attack one, and only one attribute. You can, however, have your attribute attack the identical attribute of your enemy (Energy attacking Energy, for example). There are some examples of combat styles below.

There are no inherent penalties or bonuses for choosing one attribute over the other. It's all about preference and how you want to describe your attacks.

What does Combat Style represent?

Shonen characters constantly go on about why their attack is super powerful or how it cannot be dodged. You also have fighters thinking to themselves that they can't let certain attacks hit them, or that something is too fast, or realizing that their only hope is to just take it head on!

Combat styles represent this convention of the shonen genre. Your style declares is *this* attack of yours can only be successfully countered by *that* defense of theirs. Nothing else will work. Additionally, combat styles make the fighters test each other's strengths and weaknesses. Feeling out your opponent's capabilities is absolutely in-genre!

Combat style is both mechanical and descriptive. It's mechanical because it dictates what your enemy can and cannot defend with. It's also descriptive because you can infer a lot of cool stuff about your character's badassery from the combat style.

THE PURE-HEARTED WARRIOR

Combat Style Examples

Attribute	(ATTACKING)	Attribute		Attribute	(ATTACKING)	Attribute	
Strength	> > > > >	Speed		Strength	> > > > >	Strength	
Speed	> > > > >	Mind		Speed	> > > > >	Skill	
Mind	> > > > >	Skill	O	Mind	> > > > >	Energy	O
Skill	> > > > >	Energy		Skill	> > > > >	Mind	
Energy	> > > > >	Strength		Energy	> > > > >	Speed	
Strength	> > > > >	Skill		Strength	> > > > >	Speed	
Speed	> > > > >	Energy		Speed	> > > > >	Energy	
Mind	> > > > >	Strength	O	Mind	> > > > >	Speed	🚫
Skill	> > > > >	Speed		Skill	> > > > >	Mind	
Energy	> > > > >	Mind		Energy	> > > > >	Skill	

Three of these combat styles are valid. They give the attacker a way to strike each of the five attributes without overlap. Note that it's OK to assign an attribute to attack "itself", like Strength against Strength.

The last combat style is not valid – It has two attributes attacking Speed and no way to attack Strength.

TECHNIQUES

Techniques are your amazing shonen superpowers. Techniques let you do crazy stuff like control fire, create clones of yourself, summon razor-sharp cherry blossoms, choke people with shadows, stretch your body like taffy, be *even more* superhumanly strong or fast, and much more.

What do the Techniques do?

Techniques provide huge bonuses to your attacks and defenses, activated by playing cards of the suit you assign to the technique. Techniques also increase your attributes, unlock extra options for your transformations and signature moves, determine your powerup score and aura, and provide other unique bonuses. Bonuses increase with the rank of the technique.

You will choose **4** techniques, and these do not change during the Arc. Three of your techniques will be shonen-superpowers such as Fire, Hyper Speed, or Illusion, called **active techniques**. One of your techniques will be a **passive technique**, like Weapon Master, which reflects how you received your training and powers.

What are the Techniques for?

Your three active techniques determine your shonen superpowers and give you all your major combat bonuses. The techniques provide bonuses in two basic categories: cardplay bonuses and non-cardplay bonuses.

Cardplay bonuses are activated by playing the right cards. The bonuses include boosts to your attack or defense and the ability to inflict status effects. The non-cardplay bonuses don't depend on playing cards and are usually always active. These include attribute boosts, conditional bonuses and unlocked options for signature moves or transformations.

During character creation it is important to note any permanent attribute increases you will gain from having techniques, and any additional starting options for your SMs and transformations. Remember these bonuses during the final number crunching process. It's alright to have your final attribute scores over 20 due to your technique bonuses.

What do the Techniques represent?

All shonen characters have amazing powers. In some Universes, like *Galaxy Star X*, these powers seem to be limited to Super Strength, Hyper Speed, and the ability to shoot deadly energy beams. The *Big Treasure* Universe is straight-up insane, on the other hand! The main character, Saru D. Laffy, is made of stretchable rubber and his crazy enemies include foes that can separate their limbs from their body and control them autonomously. Other shows are slightly less nutso and focus on easily imaginable elemental effects, like *Spiral Squire* and *White.* Respectively, Crow has mastered both his Flame and Wind chakra skills, and Ruliel is the Angel of Blizzards.

Techniques represent your character's training or superpowers that are *way beyond the norm* for that shonen universe. They are the cool powers and special effects that you want to be known for!

What are Passive Techniques for?

Your passive technique will determine your **powerup score**, **aura** and **overpower limits**.

Powerup is a stat that tells you how many cards you can put in your aura each round from your hand. You can powerup cards instead of using them for combos or blocks. You'll need to have cards in your aura to transform, use signature moves, and activate technique benefits. If you have a powerup of 2, for example, you can powerup up to 2 cards from your hand each round.

THE NINJA SCHOOL ISSUE

There are shonen Universes that have baseline 'magic' available for characters. Let's take ninja-magic for example. In a shonen ninja Universe you can expect **all** characters to be able to use basic ninja-magic. So, does this mean that all ninja characters should take techniques like Fire, Shadow, Summon and Standard Ninjutsu #3? **Hell no!**

When you're in a Universe that treats certain powers as common, that's what they are; *common*. Your techniques are your stand-out badass specialties. In this example ninja Universe, a character who took the Fire technique would be a master of the flaming arts! Maybe every ninja can make a respectable jet of fire, but this Fire guy could school them all, just because he selected the Fire technique. Fire is now *important* to that character, and the player is encouraged and expected to play that up and describe how the character makes *their fire* different and how that makes them cool.

This also comes into play a lot with martial arts Universes where everybody can throw balls of ki, like *Galaxy Star X*. Straight-up ki throwing is nothing special. What if a player wanted it to be special, though? Perhaps they have the ability to gather life-force into huge bomb attacks; a power that can only be learned by a pure soul! That sounds like the Holy technique, right there. Remember the core concept of reskinning!

Your aura holds the cards you powerup, but it has a limit. The value of your aura is the maximum number of cards you can have in it. You cannot powerup any more cards if your aura is full. If you have an aura of 4, for example, you can hold up to 4 cards in it.

Your passive technique also helps determine how quickly you get bonus options for your signature moves and transformation unlocks. Additionally, each of the individual passive techniques offers a unique bonus, like the ability to activate extra allies in battle, or powerup really, *really* fast, or use your archetype power multiple times. Finally, at higher ranks, the cards of your passive technique (spades; ♠) can be used as semi-wildcards, making it easier to powerup and create combos.

What do the Passive Techniques represent?

All shonen Universes have some kind of power-source. Sometimes it's magic, and sometimes it's mystical martial arts ki, chi, or chakra. It can even be giant robots or just advanced (but normal) martial arts techniques. A character's active techniques somehow come from that source, and your passive technique defines how the character taps into that power. Below is an overview of the 4 passive techniques. They are presented in greater detail in the Techniques chapter.

CONTROL POWER is the passive technique for shonen that have been trained to use the common power-source of their Universe. Some characters take to this instinctually, too. Control Power is renamed to match the power-source of the Universe, like Control Ki, Control Chakra, or even Control Mecha.

Examples: A ninja shonen who learns chakra-based powers at a ninja school in a ninja Universe. A martial

THE GUY WITH GLASSES

THE MYSTERIOUS KNOW-IT-ALL

arts shonen who masters his ki in a martial arts Universe.

MYSTIC ARTS is the passive technique for shonen who control supernatural powers in a different and more esoteric way than the rest of the people in their Universe. Their methods are usually more cerebral and complicated, but that doesn't make them less effective. This technique is often renamed to something like Kidou, Genjitsu, Magic or ESP.

Examples: A magical character who uses spells in a martial arts-based Universe. A martial artist who uses strange ki techniques in a technology dominated mecha Universe.

FIGHTING SPIRIT is the passive technique for characters who rely on their burning passions alone to give them strength! There may be some universal link between screaming about stuff you believe in and getting more powerful, but the character certainly doesn't care. This technique is often renamed to be more specific, like The Power of Love, Manly-Hotbloodedness, or even something dark, such as Revenge Driven.

Examples: A dark warrior powered more by revenge than training. A virtuous do-gooder who becomes capable of insane battle prowess when her friends are in danger!

WEAPON MASTERY is the passive technique for shonen who seek perfection of their body, gear, or technique without paying mind to any power-mumbo jumbo. These characters can still do amazing things with their Energy, but it's all focused on their otherwise 'normal' martial skills.

Examples: A well trained and deadly swordsman in a Universe of crazy ki-fueled martial artists. A fighter in a chakra-based ninja Universe who is terrible at ninja magic and instead focuses on advanced hand-to-hand expertise.

The Numbers

All characters select **4** techniques: **1 passive** and **3 active**. Each technique begins at **rank 1**.

You have **7 ranks** to distribute amongst them. The maximum technique rank for a starting character is **7**.

Your technique ranks increase during an Arc. The maximum technique rank is 10. You will usually receive one or more technique ranks after every fight. The total number of rank awards is determined by the Producer, and is *usually* not enough to reach the maximum for every technique, forcing the player to choose how to customize their technique spread.

The techniques you choose are very iconic and important to your character. You cannot change your techniques during an Arc, but you may have the option to change them afterwards to reflect the story and your development.

SIGNATURE MOVES

Signature moves (SMs) are your super attacks. While your techniques give you round-to-round tactical options, SMs are only used every once in a while to really put the hurt on somebody. A character derives his SMs from his techniques, so somebody with Fire might have a "Burning Sun Punch!" attack, and somebody with Wind may make a "7-Sided Tornado Pattern!"

Signature moves take a lot of resources to launch and the more resources you have the more powerful the attack is. SMs require cards that have been powered up into your aura and a special type of resource called **power tokens** (PT). Power tokens are gained when you take damage and they accumulate battle after battle.

The SMs you make now during character creation will only have a few options. You will gain more options to add to your SMs as you increase your technique ranks. The detailed rules for constructing SMs are in the Signature Moves chapter. Here are a few basic guidelines, though, to get you started.

The Numbers
Characters begin with **2** SMs.

These two SMs must have **different technique bases**. A technique base is essentially which technique powers the super attack. For example, a character with the Fire, Shadow and Super Strength techniques cannot have two Fire SMs to start, nor could he have two Shadow SMs or two Super Strength SMs. Mix 'n match!

Jump to the Signature Moves chapter for the SM creation process.

TRANSFORMATIONS

Transformations are impressive alternate forms that grant you powerful bonuses. Unlike SMs or round-to-round technique use, transformations provide benefits that remain active for the remainder of the fight.

Transformations are very expensive and use the same resources as signature moves; powered up cards and power tokens. Transformations require more PT than signature moves, so you'll find it necessary to save up for a transformation over many battles.

Characters gain extra options for their transformations as their technique ranks increase. Unlike signature moves, transformations are not directly thematically tied to the techniques. If you have the Fire technique you do not have to transform into a living bonfire or anything remotely fire-related. You are completely free to define your transformations how you like.

Transformations have two important aspects; **form** and **stage.** Each form is a separate 'thing' that you can transform into with a collected bunch of bonuses. You can't have every available option or bonus in one form, so they tend to be very focused. Stages are the levels of power within the form. The stages determine how high the bonuses can get.

Characters with one form have lots of focused bonuses and power, but little flexibility. Characters with two forms have pretty good bonuses divided between the two, giving them some flexibility. Characters with three forms have tons of flexibility, but fewer stages and less focused power.

The Numbers
Characters must choose whether to have:
One form with 5 stages,
Two forms with 4 stages,
or Three forms with 3 stages.

This selection cannot be changed during an Arc, but it can be altered afterwards to show how the character has developed or changed their fighting methods.

Players design all their transformations during character creation by referencing the Transformation chapter. Characters may not have the ability to use transformations at first because transformations need to be **unlocked** through your technique ranks.

Detailed information on how to design and use your transformations is found in the Transformation chapter.

GIMMICKS

Characters have archetypes to help define how they act, attributes to show how they fight, and techniques to give them superpowers. Nearly every other quirk, merit, background, special item, or aspect you can think of is a **gimmick.**

What are Gimmicks for?
Gimmicks are small perks that you create for your character to differentiate them from the other characters in your game. Everybody wants to be special! Gimmicks also provide minor bonuses. These bonuses are not

huge, strategy-defining powers, but rather little rewards for being unique and interesting.

Characters begin with few gimmicks, but collect more as the game progresses through Arcs. They also gain the ability to **feature** ("equip") more gimmicks, too. Characters can switch the gimmicks they have featured during an Arc, but they must use their **hobbies** (below) to do so.

The Numbers

All characters start with **two** gimmicks, selected from the Starting Gimmicks list in the Gimmicks chapter.

At creation, a character can only have **one** gimmick **featured** ("equipped") at a time. Characters can possess any number of gimmicks, but they are limited in how many they can have featured. Non-featured gimmicks do not provide bonuses. So, unless you switch them out in between fights, one of your two starting gimmicks won't be featured.

Additional gimmicks are earned as rewards during or after an Arc. Characters are allowed to feature one additional gimmick for each Arc they complete. More information can be found in the Gimmicks chapter.

ALLIES

Characters in a shonen series are often defined by their friends and rivals. The interplay (and melodrama!) between characters is a huge part of the genre. **Allies** are the characters that support your shonen PC, giving you fun roleplaying opportunities and useful minor powers you can activate during a fight.

What do Allies do?

Allies provide once-per-battle tactical powers the player can activate. These powers are different from the types of bonuses you receive from techniques, transformations and gimmicks. For example, allies are the most reliable way to **heal damage**, which allows you to fight longer. Allies also have unique effects like allowing you to **look at cards** in the decks before you draw, and possibly rearrange them.

Allies must be **attached** to a character before they can be used. This essentially means "equipped", if we imagine them as items. There are limitations to how many allies can be attached *and* how many allies can

be **called-in** per fight. Calling-in an ally means activating them to use their battle power. You will almost always have more attached allies than you have call-ins.

Attached allies also provide a character's **hobbies**, which are their non-combat skills (defined below). Multiple PCs can attach and call-in the same ally.

The other PCs as Allies

Every player character has a relationship with each other. It's unavoidable, and these relationships are going to power the story and cause drama. They're the main characters of the show, after all!

The important thing is deciding whether your relationship with another PC is a positive and supportive one or a competitive and possibly negative one (or a mix between). These relationships are called **Brother** and **Rival,** respectively. The benefit provided by the PC ally is based on whether they're one or the other.

There are more details on how to describe and define all ally relationships in the Supporting Roles chapter.

The Numbers

All characters start with **one NPC** ally and **an ally relationship with each of the other PCs**.

NPC allies are designed by the Producer with the player's input. Examples can be found in the Supporting Roles and Primetime Universes chapters.

Each PC relationship has **one** point to assign to either **Brother** or **Rival**.

At character creation you may only attach two allies.

At character creation you may only call-in one ally per fight.

Characters can possess any number of allies, but they are limited in how many they can have **attached** (equipped) and **call-in** (use). Unattached allies do not provide hobbies and cannot be called-in. If there are lots of PCs in your game, you'll have to pick and choose which ones to attach. The number of allies you can attach and call-in increases as you complete Arcs.

EVERYBODY'S FRIEND

Unlike most other character aspects, **allies can be switched around during an Arc**. This is done by using hobbies in between fights, and the details are in the Fights and Filler chapter.

New allies are usually a reward for completing an Arc or an appropriate battle (like a rescue mission).

Allies have levels that indicate how powerful their activated call-in power is. Ally levels can be increased as a post-battle reward. PC relationships have levels too, and increases for PC relationships are received at the end of an Arc.

NPC ally levels go from 1 to 3. PC ally levels go from 1 to 5, divided between Brother and Rival.

Complete information can be found in the Supporting Roles chapter.

HOBBIES

Hobbies are the skills that characters use to overcome challenges outside of fights. Hobbies measure two things: how skilled you are at getting NPCs to do things for you if they don't want to, and how well you can solve problems that don't involve punching people.

What are Hobbies for?

Players have the opportunity to use their character's hobbies in between fights to do quite a few things. The full details are in the Fights and Filler chapter, but here are a few tidbits: Hobbies can let you **adjust which enemy you'll face** next; scout out what **kind of powers a bad guy has**; **switch out allies**; or even **increase your techniques** through hardcore training.

There are 10 hobbies that are roughly divided into two categories; **Interaction Hobbies** and **Action Hobbies**. Interaction hobbies are for communicating with NPCs and getting them to do things that you want. They're skills like **Comfort** or **Deceive**. The action hobbies are for doing activities and making things, like **Sneak** or **Science**.

Hobbies have ranks which indicate how good the character is at performing the tasks the hobby relates to. The maximum hobby rank is 10.

The Fights and Filler chapter has details on how to use these skills and full descriptions. Here is a brief overview of the 10 hobbies.

Interaction Hobbies

Comfort is for calming people down, easing tensions and being nice.

Deceive is for tricking people, lying to them and getting what you want by being manipulative.

Frighten is for intimidating people, making them back down or despair and being mean.

Inspire is for rousing people up, getting them excited and being fiery.

Romance is for enticing or seducing people with your looks, or acting cute, and being attractive in general.

Action Hobbies

Sneak for infiltrating places, stealing things, and stealthily and subtly avoiding challenges.

Craft is for making, repairing and manipulating *common* objects, everything from cooking to computers.

Exercise is for all your muscly physical activities, like climbing, running, lifting, sparring and being fit.

Mystic is for using and knowing about the weirdo "magic" stuff in your universe.

Science is for using and knowing about the *really* advanced technological stuff in your universe.

Characters start with some hobby ranks and gain more ranks after each completed Arc. Characters also gain ranks by attaching allies. Characters can't use hobbies they do not have ranks in.

In general, when a player wants to use a hobby they'll be able to describe what they're trying to accomplish and how. This will allow them to stretch their imagination and say how the hobby they choose should be able to accomplish their goal. You even get bonuses when using hobbies if you narrate a really flavorful and entertaining description of what your character is doing!

More information on all aspects of hobbies can be found in the Fights and Filler chapter.

What do Hobbies represent?

You can think of the hobbies as your character's non-combat skills. They represent his interests and what he does besides fighting. Lots of shonen characters have strange hobbies that make them more interesting or endearing, like a penchant for sewing, total perversion, or the ability to cook professionally.

Although hobbies are gained by attaching allies, that doesn't mean the allies actually give you those skills or do them for you. It's all about imagination. Perhaps you were trained by that ally to use the hobby, or it's something your character likes to do for the ally. Reskin the hobby boost as you see fit. An interesting reason adds flavor to both you and the NPC!

The Numbers

All characters begin with **three** ranks to assign to the interaction hobbies granted by their archetype and **two** ranks to assign to any action hobbies they choose. You may assign the ranks any way you prefer, splitting them up or concentrating them.

Since characters also start with allies, you will have **two** additional hobby ranks from those attached allies.

PC allies let you select which hobby they grant, chosen from the interaction hobbies of their archetype. So, when you assign your initial point to your Brother or Rival relationship with them, also choose what hobby they'll give you. This choice is permanent.

Characters gain one rank to apply to any hobby after each Arc. Other than that, players must attach allies to increase their hobby ranks.

FINISHING TOUCHES

You probably have a really good idea about how your PCs acts and looks. There are always a few more fun roleplaying questions to take care of, too! Consider his hopes and fears. What about his feelings toward his friends? Why does he fight? Does he have a romantic attachment to anybody?

In addition to considering these cool facets, you could also try and get a concrete example of what your shonen looks like. There are tons of sites online that have generic or alterable anime pictures. Maybe someone in your group can draw? What about other media, like finding a personal theme song, or a video of some awesome butt-kicking that's similar to your shonen's style?

Lastly, don't forget to fill out the character sheet. Remember that your attributes and technique ranks are going to be changing after nearly every fight; use a pencil, not a pen! We've made the *Shonen Final Burst* character sheet as neat as possible by including a "power diagram", which is the funky looking pentagon by the attribute scores. You see this occasionally in some shonen series as a way to measure the strengths and weaknesses of a fighter. Go ahead and color in a shape to give your attribute spread a visual representation!

After all these considerations, you should be ready to jump into your first awesome adventure!
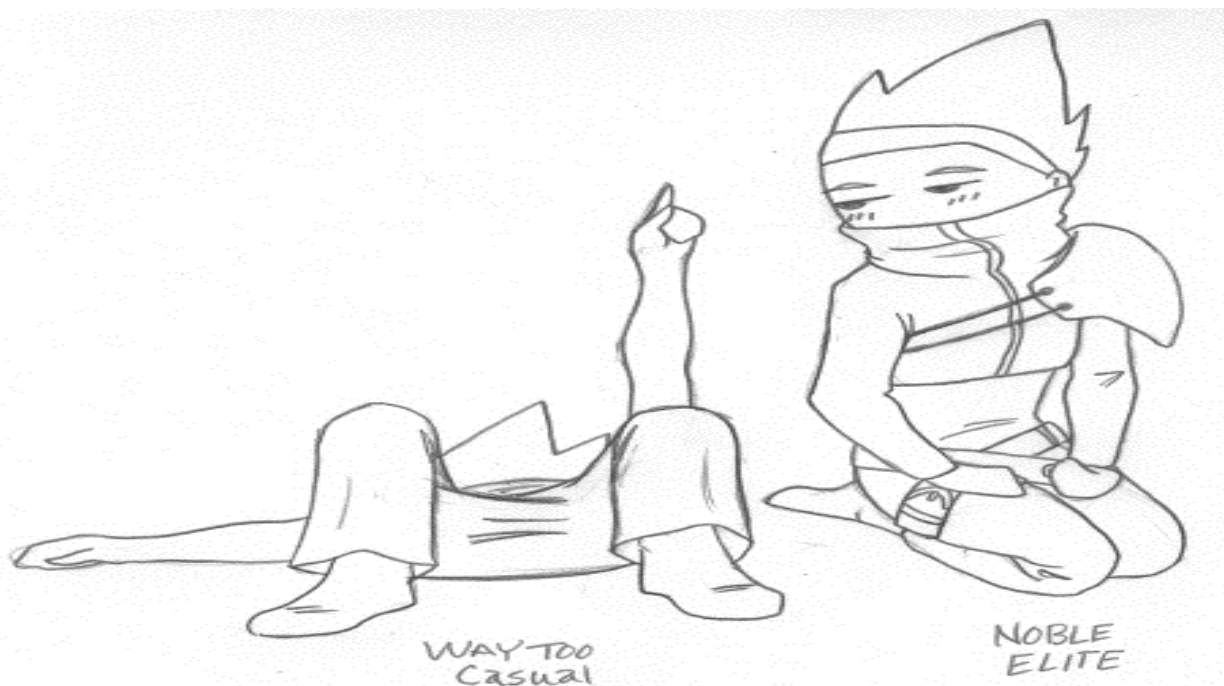
TECHNIQUES

This chapter contains the rules and details for your amazing shonen superpowers! Techniques are a key part of the *Shonen Final Burst* battle system, and technique selection helps define a character. The basic technique rules are presented first. You'll then find the descriptions of active techniques, followed by passive techniques. The Combat! chapter further explains the mechanics of activating techniques.

WHAT ARE TECHNIQUES?

Techniques are the specialized powers of shonen characters, like elemental manipulations or enhanced physical abilities. These powers are very important to your character mechanically and they're a big part of what makes him fun to play!

There are two types of techniques: **Passive Techniques** and **Active Techniques**. The active techniques represent *what* your superpowers do, like control fire or electricity, and the passive techniques represent *how* you do those things, like through training your ki or studying magic.

Active Technique List

- Beast
- Death
- Dust
- Earth
- Electricity
- Fire
- Focused Energy
- Gadgets
- Gravity
- Holy
- Hyper Speed
- Ice
- Illusion
- Light
- Mega Mind
- Plant
- Poison
- Prodigy Skill
- Psychic
- Shadow
- Sonic
- Special Sense
- Summon
- Super Strength
- Time
- Unnatural Body
- Water
- Wind

Passive Technique List

- Control Power
- Mystic Arts
- Fighting Spirit
- Weapon Master

All characters have 3 different active techniques and 1 passive technique. Characters can choose any combination of active techniques they like, but may not select the same technique twice.

TECHNIQUE THEMATICS

The techniques detailed here represent the most frequently seen shonen powers. The techniques you select may have an impact on how your character is perceived. This is completely separate from the *bonuses* you get from the technique – this is just about flavor. In many shonen series characters with fire powers are hotheaded and brash, while characters with ice related abilities are cold and calculating. Aloof, noble samurai-types make sense controlling magical cherry blossoms, while freaky, misshapen guys have weird bug powers. There are lots of opportunities to use your technique selection to emphasize your character's personality. Go with the flow, or play against type!

Reskinning Techniques

We should mention the core game concept of **reskinning** again. *Shonen Final Burst* has dozens of techniques, but it can't have everything. The shonen genre seems to pride itself on producing unexpected and unique superpowers, too. We want you to be able to create exactly the character you want, with the techniques you want. So, we **encourage the players to change the descriptions of their techniques to better suit their character concept.**

You're more than welcome to make little changes, like having blue fire or red lighting. You can even change what a technique represents, perhaps using Time to emulate super speediness instead of taking Hyper Speed.

There are actually some techniques that make you define exactly what they do, such as Summon and Unnatural Body. These techniques are purposefully 'blank'. You get to determine how they look and what they mean in the game universe. Some technique descriptions will also contain suggestions for their most popular alternates, like Dust being used to control sand or ash.

TECHNIQUE MECHANICS

Cardplay Technique Bonuses

Techniques are assigned to the four card suits: spades (♠), hearts (♥), clubs (♣), and diamonds (♦). The suit of spades (♠) is reserved for the character's passive technique. The remaining suits can be assigned however the player prefers. For example:

> A player has made a shonen with the Death, Poison, Prodigy Skill and Weapon Master techniques. Weapon Master (the passive) is automatically assigned to spades (♠). The player then chooses to assign Poison to clubs (♣), Prodigy Skill to diamonds (♦), and Death to hearts (♥). All his ♥ cards are now Death cards, and so on.

Techniques provide many bonuses through cardplay. If you play a certain number of technique cards in a **combo** or **block** you will unleash impressive powers and bonuses. **Combos** are your offensive cardplay. You make combos by playing cards of sequential value, such as 4, 5 and 6. **Blocks** are your defensive cardplay. You make blocks by playing cards of matching value, such as 4, 4 and 4.

The technique bonuses you **activate** are based on how many cards of the same technique you play in a combo or block. There are special requirements to activate technique cards in a combo, though.

Activating Techniques in a Combo

The matching technique cards have to be next to each other in the combo. In other words, they must be sequential and *contiguous*. For example:

> Playing a combo with 4♦, 5♦, and 6♣ activates the technique assigned to diamonds (♦) since two diamonds are next to each other. Playing a combo with 3♦, 4♦, 5♦, and 6♣ would also activate the diamond technique, and with more bonuses because more cards are activated. However, playing a combo of 4♦, 5♣, and 6♦ would not activate the technique, as the diamonds are not next to each other (contiguous).

Activating Techniques in a Block

Simply count the number of matching suits. For example:

> Playing a block with 5♣, 5♣, and 5♥ would activate the technique assigned to clubs (♣). Playing a block with 5♣, 5♦, and 5♥ would not activate any technique bonuses.

If you play a combo that has two cards of the same technique next to each other you activate the **2-card** bonuses. Bonuses that activate with three cards are called **3-card** bonuses, and so on.

Higher "X-card" bonuses are more powerful than lower ones. They are also more difficult to construct. Techniques will have multiple bonuses that activate if you play the right number of cards. Activating an "X-card" combo or block bonus **also activates all the lower and equal level bonuses from the same technique.** If you activate a 5-card combo bonus, all your 5-card, 4-card, 3-card **and** 2-card combo bonuses for that technique also activate. The same is true for activating block bonuses. For example:

> You have two 2-card combo bonuses, one 3-card combo bonus and one 4-card combo bonus unlocked for your diamonds (♦) technique. If you play a combo with two contiguous diamonds (♦) you will activate **both** of your 2-card bonuses. If you play a combo with three you will activate **both** of the 2-card bonuses **and** your 3-card bonus. If you manage to play a combo with four contiguous diamonds you will activate **all** the bonuses — both the 2-cards, the 3-card, and the 4-card! It's basically one huge combo with multiple effects.

What Happens When a Technique Activates?

Activating a technique in a combo will increase the combo's attack value. Activating a technique in a block will increase the block's defense value. These effects are called **boosts**, and they are detailed below.

Activated techniques commonly cause **status effects**. Essentially, your attack or defense is given the power to rock your enemy with a debilitating weakness! If a combo bonus says it inflicts Paralyze, for example, then the attacking character will inflict the Paralyze status effect on a successful attack. Bonuses that inflict SEs in a block do so automatically. Some SE inflicting bonuses provide a choice of inflicting one SE or another. There are also bonuses that give a choice between removing one of two SEs, or even the choice of either inflicting *or* removing an effect. **All such choices must be made and declared at the end of cardplay.**

Cardplay Examples: Technique Activation - Combos

*The cards of the same technique must **always** be next to each other sequentially for the technique to activate.*
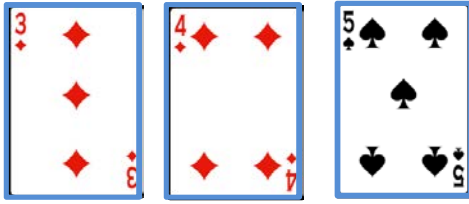
This combo activates the 2-card bonuses for diamonds (♦).
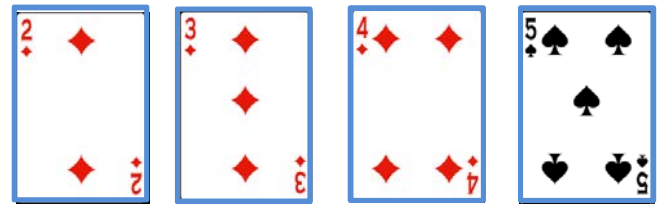
There are three contiguous matching cards in this combo. This combo activates the 3-card bonuses for diamonds (♦) and the 2-card bonuses too!
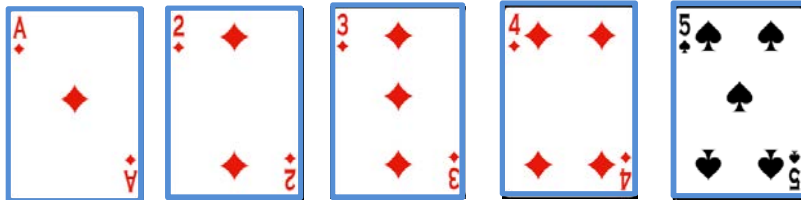
This combo activates the 2-, 3-, and 4-card bonuses for diamonds (♦).
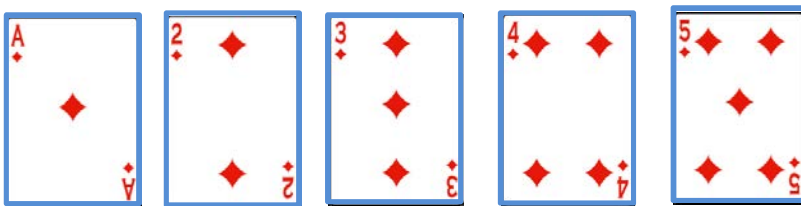
This combo activates **all** the cardplay bonuses for this technique; 2-, 3-, 4-, and 5-card!

Multiple Techniques in a Combo or Block

If you create a combo or block that could activate different techniques, **you must choose which one to activate**. You cannot normally activate bonuses from different techniques in a single combo or block. However, each active technique has a special bonus at rank 6 called **multi-activation**. Multi-activation allows you to activate that technique alongside any other techniques; you don't have to pick between the two! So, once a technique hits rank 6 you can always activate its bonuses.

Cardplay Examples: Multiple Technique Activation

*You can only activate multiple techniques if you have **multi-activation**!*
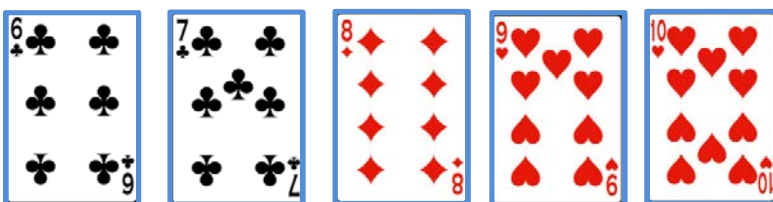
This impressive combo has two potential technique activations: clubs (♣) and hearts (♥). The player must choose which bonus to activate.

However, if he has unlocked **multi-activation** for either his clubs (♣) or hearts (♥) technique, he can activate them both!

MEGA-COMBO REALITY CHECK

Because you can only have up to 5 cards in a combo (or block), you won't be able to activate more than two different techniques. It's just impossible. Don't stress out about keeping track of multi-technique combos, they're not going to happen every round!

If the cards aren't contiguous you won't get the full bonus!
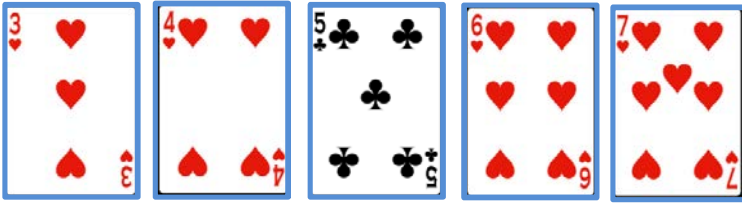
This combo only activates the 2-card bonuses for hearts (♥). Not all the hearts (♥) technique cards are next to each other.

Split Cardplay

There may be times when you play a combo that has two cards of a technique separated from another two cards of that technique by a rogue card in the middle. Unfortunately, because all the cards are not contiguous, you would only be eligible to activate a 2-card bonus.

Passive Techniques and Combo Flow

As you increase your rank, the cards of your passive technique stop 'interrupting' your other technique cards. This is called **combo flow**. You must select which techniques are affected by combo flow as you increase your passive technique rank. It is possible to eventually have all three of your active techniques flow with your passive technique cards. This is why the passive technique suit is always set to spades (♠), by the way. This way every fighter has the same suit count as non-interrupting.

If you have combo flow with a technique, your passive technique cards (spades; ♠) can be ignored when looking for contiguous active technique cards.

Passive technique cards (spades; ♠) can be 'skipped over' if your rank is high enough!
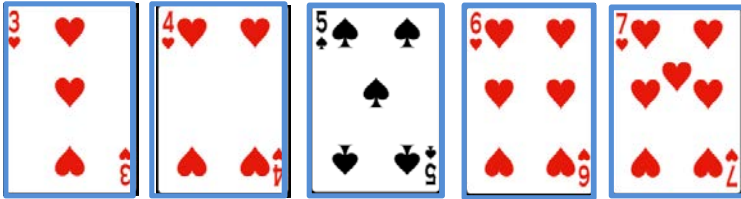
If the character has **combo flow** with his hearts technique, his technique cardplay is not interrupted by that passive technique card! This combo would activate the 4-card bonuses for the hearts technique!
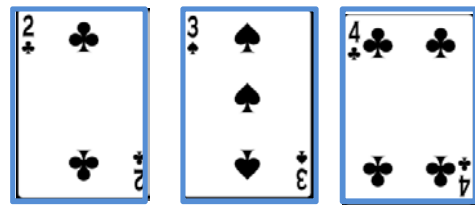
If the character has **combo flow** with his clubs technique, his technique cardplay is not interrupted. This combo would activate the 2-card bonuses for the clubs technique.
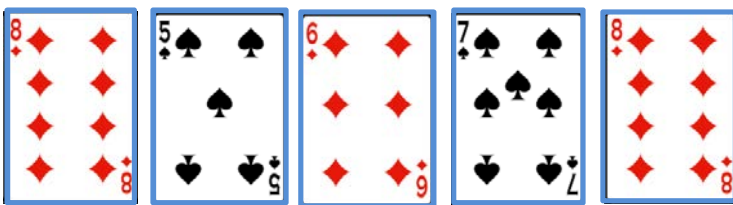
Combo flow can skip over multiple cards. This combo activates the 3-card bonuses for the diamonds technique!
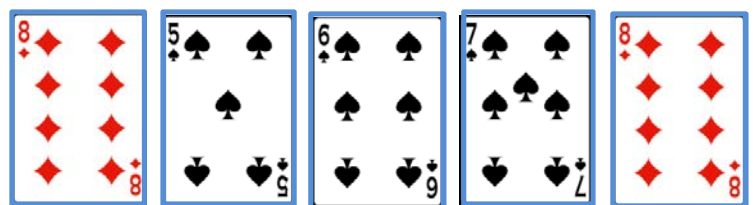
This works too! You can ignore as many combo flow cards as you like. This combo activates the 2-card bonuses for the diamonds technique.
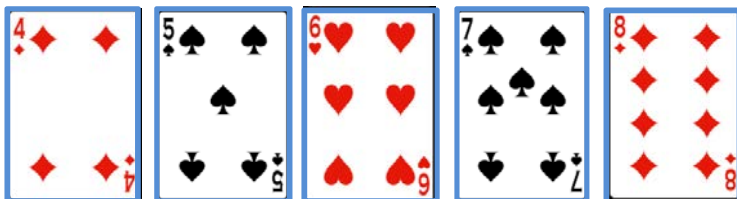
This combo doesn't activate any bonuses. The combo flow cards don't help in this case because the 6 of hearts is right in the middle, gumming things up. Sure, you can ignore the 5 and 7 of spades, but that just leaves the active technique cards as − diamonds, hearts, diamonds. No deal.

Non-Cardplay Technique Bonuses

Techniques provide some bonuses that don't require combo or block cardplay. Techniques give you bonuses to your **attributes**, **options** for your signature moves, and **unlock** your transformations. Each technique also has abilities that are activated by **expending cards from your aura**. Finally, there are some technique options that provide you with **conditional bonuses**, which only activate under certain circumstances.

Attribute Boosts

Each active technique has a bonus called **attribute boost**. This bonus increases one of your attributes by the rank of the technique. As your technique rank increases, so does the attribute. The techniques let you choose **one** of **three** possible attributes to boost, although there are exceptions. For example:

> A character has the Fire technique. The Fire technique can provide an attribute boost to Speed, Skill or Energy. The player has chosen to apply the boost to his Speed. His Speed attribute is 10. His rank in Fire is 3. He increases his Speed to 13 (10+3 = 13).

> Later on in the Arc he's gained a few technique ranks, increasing his Fire rank to 6. His Speed is now 16 (10+6 = 16).

Multiple attribute boosts from different techniques can be applied to the same attribute. For example:

> The same character also has the Light and Electricity techniques, and he applies those attribute boosts to Speed as well. His Light technique is ranked 4 and his Electricity technique is ranked 5 (his Fire rank is 3, from above). His base Speed is 10, plus the boosts from all those techniques; (10+3+4+5) = 22!

> Later on he's gained more technique ranks, bringing his Fire to 6, Light to 7, and Electricity to 8. His Speed is now (10+6+7+8) = 31!

Attribute boosts are always active. Consider them permanent increases to your attributes.

Signature Move Options and Transformation Unlocks

Your signature moves and transformations are partially tied to your technique ranks. As your ranks increase you will gain **options** and **unlocks**. Options are used to upgrade your signature moves by adding more bonuses. Unlocks allow you to access your transformations.

Each active technique provides 2 options and 1 unlock, spread among various ranks. The passive techniques each provide 2 options and 2 unlocks, similarly allocated between ranks. Some techniques provide unlocks at lower ranks, which may allow you transform

early on in the Arc. Other techniques provide SM options early on, giving you access to radical super-attacks right out the box. Details on options and unlocks are in the Signature Moves and Transformations chapters, respectively.

Expend Effects

Techniques have one or more special maneuvers that require the player to discard a card from their aura to activate. These unique powers are called **expend effects**. They provide you with instant bonuses, and some are so powerful they can only be used once per battle! The power of these expend effects is sometimes determined by the value of the card that's used.

To activate an expend effect you must discard a powered up card from your aura. These cards are immediately discarded, so they cannot be used for signature moves or transformations.

Expend effects are not part of normal card-play. You can activate them regardless of your technique activation for the round. You could, for example, use a Fire technique expend effect in the same round you activated a 2-card Electricity technique bonus. Since they're not regular cardplay, you can usually activate an expend effect whenever you like, even in response to an opponent activating one! Specific timing issues are discussed in the Combat! chapter.

Each individual expend effect can only be used once per round. Even if you have enough cards to activate the same expend effect multiple times, you can only activate a *specific* expend effect once per round. You may, however, activate multiple *different* expend effects in the same round.

Conditional Bonuses

There are a few power options that give you **conditional bonuses**, which become active if the situation is right. These bonuses can be things like: "Get a +2 bonus to attack if your opponent is suffering from Paralyze", or "get a +2 bonus to defense if your opponent is attacking with Strength." These conditional bonuses will clearly state if they apply to cardplay bonuses. If they do not, then assume you can apply the conditional bonus **whenever the condition is met**, regardless of the techniques you're activating in the current round.

RANKS AND OPTIONS

Each technique has **10** ranks. Higher ranks provide bigger bonuses and better effects. When you increase your technique rank you will get access to these new bonuses.

As ranks level up you will have power options to choose from. When presented with a choice you can only select one option. Once a choice is made it is final for the current Arc. You may not choose power options from lower ranks once leveled past them.

With the number of options available, it's entirely possible to have two fighters with the same technique and rank that have totally different combat tactics!

TECHNIQUE BONUS TERMINOLOGY

When you start reading the techniques below you'll come across some rules that haven't been explained yet. The next chapter is Combat!, where all this is tied together. Here are brief explanations of the most common bonuses to tide you over.

Lots of bonuses deal with status effects (SEs). Activated bonuses that **inflict** SEs debilitate your enemy in the following round. Most of these bonuses are activated in combos, and **the attack must be successful to inflict the SE**. There are some technique options that inflict SEs from **block cardplay.** These SEs are inflicted on the enemy automatically!

Bonuses that **remove** SEs do so *immediately*, meaning you can return your attributes or affected values to the normal level for the same round. Bonuses that **ignore** SEs allow you to brush off any instances of that SE being inflicted on you during the current round. It doesn't help if you're presently suffering from an SE, but it stops incoming ones. There are also bonuses that **shift** an SE, which change one SE into another.

Bonuses to Attack increase the *total value* of your attack (Attribute + Combo) before it is compared to the enemy's defense.

Bonuses to Defense increase the *total value* of your defense (Attribute + Block) before it is compared to the enemy's attack.

Bonuses to Damage increase the *final damage* of the strike (Attack − Defense), but won't do any good if the

attack is fully defended! There are some special damage effects, like **unstoppable** damage and **automatic** damage. Unstoppable damage goes over the barriers between damage categories and automatic damage kicks in if you miss with an attack. More details are in the Combat! chapter.

Some powers provide you with a bonus **equal to your rank**. In these cases, simply add the current rank of the activated technique to whatever value is being boosted. For example:

> You have the Fire technique at rank 6, and a bonus lets you add your rank to damage. You would add +6 to your damage total. Simple!

All techniques give you a bonus which is **multiplied** by the number of activated technique cards in the combo or block. This is called a **boost**, specifically an attack boost, defense boost, or damage boost.

A boost of **x1** provides +1 for every activated technique card.

A boost of **x2** provides +2 for every activated technique card.

A boost of **x3** provides +3 for every activated technique card, etc.

> For example: A x1 damage boost would provide +2 damage on a 2-card technique activation (2x1 = 2). A x2 attack boost would provide +8 to your attack total from a 4-card activation (2x4 = 8).

Boosts in the same technique are **cumulative**. For multiplier bonuses, add the multipliers together before calculating the final cardplay bonus. For example:

> A x1 damage boost and a x2 damage boost would be (1 + 2) = x3. This also applies to conditional bonuses with multipliers. A x2 damage boost and a conditional x2 damage boost would be (2 + 2) = x4 if the condition was met.

Bonus Examples: Cardplay Bonus Multipliers - Combos

You receive a bonus equal to the multiplier times the number of activated cards!

This combo adds up to (3+4+5) = +12 before any bonuses. This combo activates the **2-card** combo bonuses for the clubs technique.

With a x2 attack boost, it would gain (2 x 2) = +4, for a total of (12+4) = +16 to attack.

With a x4 attack boost, it would gain (4 x 2) = +8, for a total of (12+8) = +20 to attack.

Does this work with blocks as well? Of course! You receive a bonus equal to the multiplier times the number of activated cards!
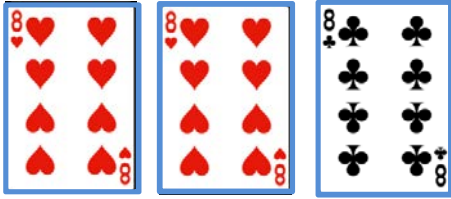
This block adds up to (8+8+8) = +24 before any bonuses. This block activates the **2-card** block bonuses for the hearts technique.

With a x2 defense boost, it would gain (2 x 2) = +4, for a total of (24+4) = +28 to defense.
With a x4 defense boost, it would gain (4 x 2) = +8, for a total of (24+8) = +32 to defense.

HOW TO READ THE TECHNIQUES

Here's an example of a *fake* technique to get you used to what's coming up!

EXPLOSION

[Name of the Technique]

The Explosion technique gives the shonen huge blast-themed powers. This can be represented by making and using bombs, being able to blow yourself up, or some other kind of explosion control.

[Basic description of the power and narration ideas]

Examples: A grenade-making ninja; a girl who causes people who look at her to blow up; a guy with atomic bombs for fists.

[Examples; usually thinly-veiled references]

Rank 1 - Shonen with this technique are masters of being cool under pressure, and then totally losing it. Explosion combos receive a x2 damage boost.

[Flavorful description of basic power ideas; the game rules appear afterward, like this example damage boost]

Rank 2 - ✦ *Surprise Bomb:* Explosion combos receive a x2 attack boost when attacking Skill.

[This symbol marks a rank where you have to choose between power options. You can only choose one!]

Shrapnel Bomb: Explosion combos receive a x2 attack boost when attacking Strength.

[These are the available power options; they have names in *italics*]

Rank 3 - You receive an attribute boost to Strength, Skill or Mind.

[Here is the attribute boost for this technique. You can boost one of the three attributes listed]

You receive a signature move option.

[Here's an option for your signature moves]

Rank 4 - Expend Effect: You may expend an Explosion card to increase your defense by ½ the card's value by blowing yourself up first before the enemy can!

[This is an expend effect, clearly noted with an underline]

Rank 5 - ✦ You deal +3 damage to opponents who don't like being blown up.

[Bonuses listed above power options are gained regardless of your selection. Remember, the options are in *italics*. So, here the character would select either *Explosion Rush* or *Explosion Explosion*, and would receive the +3 damage bonus too.]

Explosion Rush: 2-card Explosion combos inflict Paralyze.

Explosion Explosion!: 2-card Explosion combos inflict Exploderize.

[Some examples of cardplay bonuses and the powers they give. In this case they inflict status effects, which are capitalized]

Rank 6 - You gain multi-activation for Explosion combos and blocks.

You receive a transformation unlock.

[This rank provides both the multi-activation bonus for the Explosion technique and an unlock for transformations]

ACTIVE TECHNIQUES

BEAST

The Beast technique gives the shonen animal-themed powers. This can be control over a certain species, the ability to call animals to fight alongside you, an amazingly well-trained battle pet, or even shapeshifting!

Examples: The master of a ninja-wolf; a human-animal hybrid; guy with a pack of exploding spirit dogs.

Rank 1 - Shonen with this technique are warriors who attack with unmatched animal ferocity. Beast combos receive a x1 attack boost and Beast blocks receive a x1 defense boost.

Rank 2 - *Beast Rage:* Beast combos receive a x2 attack boost when attacking Mind.

Beast Cunning: Beast combos receive a x2 attack boost when attacking Skill.

Rank 3 - You receive an attribute boost to Strength, Speed or Mind.

You receive a signature move option.

Rank 4 - Expend Effect: You may expend a Beast card to increase your damage by 1/2 the card's value, growing claws or fangs to savage your enemy!

Rank 5 - *Hunter Howl:* 2-card Beast combos inflict Terror.

Ambush Prey: 2-card Beast combos inflict Surprise.

Rank 6 - Beast combos receive a x2 damage boost.

You gain multi-activation for Beast combos and blocks.

You receive a signature move option.

Rank 7 - You now deal +3 damage when attacking with this technique's boosted attribute.

3-card Beast combos allow you to ignore all automatic damage inflicted on you that round.

Rank 8 - *Beast Pack Rage:* 4-card Beast combos inflict both Terror and Trick.

Beast Pack Cunning: 4-card Beast combos inflict both Surprise and Trick.

Beast Pack Fetch!: 4-card Beast combos inflict both Disarm and Trick.

Rank 9 - Expend Effect: *Once per battle* you may expend a Beast card to call up a pack of deadly, loyal animals! The pack absorbs SEs that are inflicted on you from any source. The number of SEs absorbed by the pack is equal to 1/2 the card's value, and these absorptions last until used or the end of the battle. The pack can only absorb normal Cripple, Surprise, Trick, Disarm, Hopeless and Wide Open SEs.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Beast technique are barely able to contain their predatory urges. Beast combos receive a x2 damage boost.

5-card Beast combos receive a bonus to attack equal to your rank, and allow you to remove any two normal SEs.

Additionally, you receive a +5 bonus to damage whenever you are suffering from Berserk.

SAMPLE BEAST RESKIN

The Beast technique can easily be reskinned as a pure martial technique, without any special animal effects. A character with this altered technique could be a berserker or some kind of hyper brutal murder-machine. Imagine a "tiger style" martial artist or even a vicious weapon based style.

You could also reimagine Beast as a controlled berserk fighting style. Perhaps the battle-rage state is brought on by drugs or pills that the character has to ingest during the fight. That concept could easily tie into some really cool transformation ideas, too!

DEATH

The Death technique provides the shonen with the powers of entropy or evil. Death can mean many things depending on the Universe you're playing in. In most Universes it's a horrific demonic power and a tool of darkness. Sometimes this technique represents control over aging or decay.

Examples: A martial artist trained in the "death touch"; a mystic ghost exorcist; a cosmic warrior who needs to eat planetary lifeforces.

Featured: Shirosaki Sanshiro from *White* uses the Death technique, reskinned as the Demonic energy that lies dormant inside him.

Rank 1 - Shonen with this technique destroy their enemies with deadly strikes. Death combos receive a x1 attack boost and Death blocks receive a x1 defense boost.

Rank 2 - Death combos and blocks deal automatic damage equal to the number of activated cards.

Rank 3 - You receive an attribute boost to Strength, Skill or Energy.

You receive a signature move option.

Rank 4 - ✦ *Inevitable Death:* 2-card Death combos inflict Hopeless.

Sudden Death: 2-card Death combos inflict Terror.

Rank 5 - Expend Effect: You may expend a Death card to shift a Hopeless or Terror SE your opponent is suffering from to Cripple, using your powers of darkness to sap their strength!

Rank 6 - Death combos receive a x2 damage boost.

You gain multi-activation for Death combos and blocks.

You receive a signature move option.

Rank 7 - You now deal +3 damage when attacking with this technique's boosted attribute.

3-card Death combos deal unstoppable damage equal to the number of activated cards.

Rank 8 - ✦ *All Things Die:* 4-card Death combos inflict both Cripple and Hopeless.

Frozen in Fear: 4-card Death combos inflict both Terror and Paralyze.

No Saviors: 4-card Death combos inflict both Hopeless and Paralyze.

Rank 9 - Expend Effect: *Once per battle* you may expend a Death card to infect your enemy with wasting decay and rapid ageing! The next effect that heals your enemy has the healing reduced by twice the value of the expended card. If the modified healing is a negative value, it turns into automatic damage.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Death technique exude dark power and can kill with a touch! Death combos receive a x2 damage boost.

5-card Death combos receive a bonus to attack equal to your rank and deal +10 unstoppable damage.

DUST

The Dust technique gives the shonen control over some kind of flying, stinging particulate matter. Fighters use Dust to swirl protective veils around their bodies, confuse opponents, or strike from unexpected angles.

Examples: A desert-ninja with sand powers; a pyromancer with smoke control; guy with a magic sword made of cherry blossoms.

Rank 1 - Shonen with this technique are trained to obscure their attacks and misdirect their enemy's strikes. Dust combos receive a x1 attack boost and Dust blocks receive a x1 defense boost.

Rank 2 - 2-card Dust combos and blocks inflict Trick.

Rank 3 - You receive an attribute boost to Skill, Speed or Mind.

You receive a signature move option.

Rank 4 - ✦ You gain +2 to attack against foes suffering from Trick.

Dust Enrage: 2-card Dust combos inflict Berserk.

Dust Ambush: 2-card Dust combos inflict Surprise.

Dust Feint: 2-card Dust combos inflict Disarm.

Rank 5 - Expend Effect: You may expend a Dust card to shift a Disarm or Wide Open SE you are suffering from to Paralyze, Trick or Surprise, using your powers to blind your foe long enough to recover!

Rank 6 - Dust combos receive a x1 attack boost and Dust blocks receive a x1 defense boost.

You gain multi-activation for Dust combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ You now deal +2 damage and receive +2 to your defense against opponents suffering from Trick. These bonuses increase to +4 if they suffer from Intense Trick.

Stinging Veil: 3-card Dust combos inflict Surprise and remove Trick.

Enraging Whirl: 3-card Dust combos inflict Berserk and remove Paralyze.

Stunning Swarm: 3-card Dust combos inflict Disarm and remove Surprise.

Rank 8 - 4-card Dust combos inflict Intense Trick.

Rank 9 - Expend Effect: *Once per battle* you may expend a Dust card to wrap your enemy in a powerful storm of confusing and blinding particles. You increase your defense against all non-SM attacks by half the value of the card, or by the full value if your opponent is suffering from Trick. This bonus persists until your enemy expends two cards that are ≥ the card you used to activate this effect.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Dust technique are constantly surrounded by swarms of objects that act at their command! Dust combos receive a x1 attack boost and Dust blocks receive a x1 defense boost.

5-card Dust combos receive an additional +5 bonus to attack and let you ignore Wide Open and Disarm.

SAMPLE DUST RESKINS

The Dust technique provides good accuracy bonuses and reliable SE infliction. You can reimagine this technique as some kind of super precise elemental control or pure martial combat style. Because of Dust's Trick effects, you could reskin it as an alternative version of the Light technique, but that's not too far-out.

How about using Dust as Gun-Fu? The visuals are similar – just fill the air with bullets rather than sand or ash! The defensive effects can be thought of as keeping the enemy's head down with covering fire, and the offensive effects are simple to picture.

EARTH

The Earth technique gives the shonen rock-themed powers. This can be anything from flinging huge boulders with telekinesis or martial arts mysticism, to causing earthquakes, to slamming up defensive barriers and making rock-armor!

Examples: Martial artist with rock levitating ki; magic golem made of super-stone; master of telekinesis who throws mountains around.

Rank 1 - Shonen with this technique are warriors who stand their ground with powerful defenses. Earth combos receive a x1 attack boost and Earth blocks receive a x1 defense boost.

Rank 2 - 3-card Earth combos and 2-card Earth blocks inflict Paralyze.

Rank 3 - You receive an attribute boost to Strength, Mind or Energy.

You receive a transformation unlock.

Rank 4 - Expend Effect: You may expend an Earth card to increase your defense by 1/2 the card's value, creating a mighty wall of rocks and crystals!

Rank 5 - ✦ *Crushing Earth:* 3-card Earth combos and 2-card Earth blocks inflict Cripple.

Smothering Earth: 3-card Earth combos and 2-card Earth blocks inflict Drain.

Rank 6 - Earth combos receive a x1 damage boost and Earth blocks receive a x2 defense boost.

You gain multi-activation for Earth combos and blocks.

You receive a signature move option.

Rank 7 - You gain +3 defense when defending with this technique's boosted attribute.

3-card Earth combos and 2-card Earth blocks allow you to remove both Cripple and Drain.

Rank 8 - ✦ *Muscles of Stone:* 4-card Earth combos remove Intense Cripple. 2-card Earth blocks inflict Surprise.

Tremor-Sense: 4-card Earth combos remove Intense Surprise. 2-card Earth blocks inflict Surprise.

Geospirit Regeneration: 4-card Earth combos remove Intense Drain. 2-card Earth blocks inflict Surprise.

Rank 9 - Expend Effect: *Once per battle* you may expend an Earth card to wrap yourself in impenetrable armor made of jagged stone! You receive a bonus to all your defenses equal to 1/2 the card's value. This bonus value is reduced by 1 at the end of each round as the armor is chipped away, with the effect ending when the value reaches 0. This armor additionally reduces all automatic damage by its current value.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Earth technique can feel power creeping up through the ground to strengthen them! Earth combos receive a x1 damage boost and Earth blocks receive a x3 defense boost.

5-card Earth combos increase your defense by your technique rank. 3-card Earth blocks increase your defense by your technique rank.

SAMPLE EARTH RESKINS

The Earth technique gives huge defensive bonuses; the biggest in the whole game! Because of this, Earth is a prime candidate for reskinning. Earth can turn into some kind of shield style, or perhaps the ability to turn your body into metal, or even psychic precognition.

You can go out on a limb and use Earth as a "weak-kid + big-buddy" power. Imagine a non-powered fighter who rides on the shoulders of a hyper powerful robot, dinosaur or giant monkey. The defensive powers of Earth can be changed to represent the big guy's active role in protecting the smaller character.

ELECTRICITY

The Electricity technique gives the fighter all kinds of shocking, sparky powers. Some shonen control lightning, some manipulate electricity from city power grids and appliances, and others empower their weapons with deadly voltage!

Examples: A ninja or mage specializing in lighting; a robot with bioelectrical blood; weather-god or storm-demon with a hammer.

Featured: Mike from *White* uses the Electricity technique. He rarely projects raw voltage, preferring to charge up his powerful Strength attacks instead.

Rank 1 - Shonen with this technique imbue their attacks with damaging sparks of power. Electricity combos receive a x1 attack boost and Electricity blocks receive a x1 defense boost.

Rank 2 - Electricity combos deal automatic damage equal to the number of activated cards.

Rank 3 - You receive an attribute boost to Energy, Speed or Mind.

You receive a signature move option.

Rank 4 - Expend Effect: You may expend an Electricity card to shift any SE your opponent is suffering from to Paralyze, zapping their nervous system with a power loop!

Rank 5 - ✦ *Shocking Zap:* 2-card Electricity combos inflict Disarm.

Short Circuit: 2-card Electricity combos inflict Drain.

Rank 6 - Electricity combos receive a x2 damage boost.

You gain multi-activation for Electricity combos and blocks.

You receive a signature move option.

Rank 7 - ✦ You now deal +3 damage when attacking with this technique's boosted attribute.

Current Loop: 3-card Electricity combos inflict Cripple and ignore Paralyze.

Current Grounding: 3-card Electricity combos inflict Cripple and ignore Surprise.

Current Seizure: 3-card Electricity combos inflict Cripple and ignore Drain.

Rank 8 - 4-card Electricity combos reduce the number of cards your opponent draws from the game deck next round by 1.

Rank 9 - Expend Effect: *Once per battle* you may expend an Electricity card to charge your whole body with deadly lightning! You reflect an amount of damage from the next successful attack against you equal to the value of the card.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Electricity technique are living lightning-rods! Electricity combos receive a x2 damage boost.

5-card Electricity combos receive a bonus to attack equal to your rank, and give you 5 points of reflection against the attack next round.

FIRE

The Fire technique gives the shonen amazing dominion over heat and flames! Fighters with the Fire technique are masters of throwing fireballs, forming blazing swords from pure flame, and all kinds of heat manipulation.

Examples: A martial artist with dragon powers; girl with a coal-powered battle robot; guy with the burning passion of love.

Rank 1 -   Shonen with this technique are warriors who attack with blazing fury and fiery fists. Fire combos receive a x1 attack boost and Fire blocks receive a x1 defense boost.

Rank 2 -   Fire combos deal unstoppable damage equal to the number of activated cards.

Rank 3 -   You receive an attribute boost to Speed, Skill or Energy.
You receive a signature move option.

Rank 4 -   Expend Effect: You may expend a Fire card to deal unstoppable damage equal to 1/2 the value of the card, by burning through your opponents most powerful defenses! This unstoppable damage can be combined with other Fire technique benefits.

Rank 5 -   *Flame Corral:* 2-card Fire combos inflict Wide Open.
Heat Exhaustion: 2-card Fire combos inflict Drain.

Rank 6 -   Fire combos receive a x2 damage boost.
You gain multi-activation for Fire combos and blocks.
You receive a signature move option.

Rank 7 -   You now deal +3 damage when attacking with this technique's boosted attribute.
Fiery Freedom: 3-card Fire combos allow you to ignore Paralyze and Trick.
Fiery Focus: 3-card Fire combos allow you to ignore Drain and Trick.
Fiery Resurgence: 3-card Fire combos allow you to ignore Paralyze and Drain

Rank 8 -   *Banefire Cage:* 4-card Fire combos inflict both Terror and Wide Open.

The World Aflame: 4-card Fire combos inflict both Terror and Hopeless.
Watch Them Burn: 4-card Fire combos inflict both Hopeless and Drain.

Rank 9 -   Expend Effect: *Once per battle* you may expend a Fire card to wrap yourself in a terrible halo of fire which burns hotter and hotter each round. All your attacks receive +2 automatic damage. This bonus increases to +3 in the following round, +4 in the next, then +5, and so on. This effect persists until your enemy expends two cards that are ≥ the card you used to activate this effect.
You receive a transformation unlock.

Rank 10 -   Shonen who have mastered the Fire technique have no fear of flames – they can control any blaze! Fire combos receive a x2 damage boost.
5-card Fire combos receive a bonus to attack equal to your rank, and deal +5 unstoppable damage.

SAMPLE FIRE RESKIN

Fire is one of the most damaging techniques in *Shonen Final Burst*. It's loaded with tons of boosts and nasty unstoppable damage, too. Even characters in a non-elemental using Universe should consider taking it and just reskinning it as some kind of super Energy blast.

For example, the proud warrior-Prince Sazaga from *Galaxy Star X* is known for throwing around crazy amounts of ki bolts. He takes the Fire tech and reskins it as Energy Barrage to compliment his other techniques.

Oddly, in an early episode of *GSX*, Sazaga actually threw one (and only one) *real* fireball! Fans usually chalk this up to animation error or temporary Producer insanity. Still, perhaps he retains some of those fiery abilities that match his temper…

FOCUSED ENERGY

The Focused Energy technique increases the character's control over his basic Energy to god-like levels. Fighters who practice Focused Energy are capable of even more impressive bursts and blasts of raw force than regular shonen.

Examples: A sorcerous prodigy; ki-wielding martial artist who loves meditation; power draining robot with limitless capacitors.

Rank 1 - Shonen with this technique specialize in using their Energy for both offense and defense. Focused Energy combos receive a x1 attack boost and Focused Energy blocks receive a x1 defense boost.

Rank 2 - Expend Effect: If you are attacking or defending with Energy, you may expend a Focused Energy card to add 1/2 its value to either your attack or defense.

Rank 3 - You receive a +2 bonus to attack and defense during a round in which anyone (including you) is suffering from Drain or intense Drain.

You receive a signature move option.

Rank 4 - *Energy Siphon:* 2-card Focused Energy combos inflict Drain.

Overpowering Energy: 2-card Focused Energy combos inflict Hopeless.

Rank 5 - Through intense dedication and talent, the character has harnessed his internal energy in impossible ways.

You receive an attribute boost to Energy. This boost has an additional bonus; the attribute boost for this technique is always (Rank +2).

Focused Energy Blast: All your attacks with Energy receive +2.

Focused Energy Shield: All your defenses with Energy receive +2.

Rank 6 - Focused Energy combos receive a x1 attack boost and Focused Energy blocks receive a x1 defense boost.

You gain multi-activation for Focused Energy combos and blocks.

You receive a transformation unlock.

Rank 7 - Focused Energy combos receive a x1 attack boost and Focused Energy blocks receive a x1 defense boost.

Focus Disruption: 3-card Focused Energy combos inflict Drain. 2-card Focused Energy blocks remove Drain.

Overwhelming Presence: 3-card Focused Energy combos inflict Hopeless. 2-card Focused Energy blocks remove Drain.

Rank 8 - You may increase the value of any Focused Energy card in your aura by 1.

Expend Effect: You may expend a Focused Energy card valued ≥ 6 and draw two cards from the game deck, by accessing a hidden reserve of power!

Rank 9 - Expend Effect: *Once per battle* you may expend a Focused Energy card to nullify a powerful attack with a nearly impenetrable field of power! If the attack is an SM, you increase your defense by twice the value of the expended card. If the attack is a normal attack with Energy *or* an attack you defend against with Energy you increase your defense by the value of the card. If the attack is anything else, increase your defense by 1/2 the value of the card.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Focused Energy technique have complete control over their internal power. Focused Energy combos receive a x1 attack boost and Focused Energy blocks receive a x1 defense boost.

WHAT IS FOCUSED ENERGY?

This technique is for characters who want to specialize in using Energy. It doesn't provide any super-flashy elemental effects, but it does give the fighter powerful benefits for that attribute.

Focused Energy provides few SE inflicting options, but many conditional bonuses and boosts to the Energy attribute.

GADGET

The Gadget technique is for shonen who always have the right tool for the job! Some of these fighters carry around impressive utility belts, but there are also characters who just pull things out of thin air or cobble tools together on the spot. The things made from the Gadget technique are minor weapons, items or doo-dads. The technique isn't necessarily about the specific items the shonen has, but rather the character's ability to always have a trick up his sleeve.

Examples: A demon hunter with a fully-stocked battle belt; genius ninja-MacGyver; sorcerer with inter-dimensional pockets.

Rank 1 - Shonen with this technique always seem to have something useful that throws their opponent off balance. Gadget combos receive a x1 attack boost and Gadget blocks receive a x1 defense boost.

Rank 2 - 2-card Gadget combos and blocks remove Disarm.

Rank 3 - You receive an attribute boost to Skill, Speed or Mind.

You receive a signature move option.

Rank 4 - ✦ *Extend-o-matic!:* 2-card Gadget combos can either inflict Trick or remove Trick.

Better Mousetrap: 2-card Gadget combos can either inflict Paralyze or remove Paralyze.

Instant Inflation: 2-card Gadget combos can either inflict Surprise or remove Surprise.

Rank 5 - Expend Effect: If you are defending with Skill or being attacked by Skill, you may expend a Gadget card to increase your defense by 1/2 the card's value by sacrificing an instant pop-up dummy of yourself!

Rank 6 - Gadget combos receive a x1 attack boost and Gadget blocks receive a x1 defense boost.

You gain multi-activation for Gadgets combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Gadget blocks receive a x1 defense boost.

Hidden Weapon: 3-card Gadget combos and 2-card Gadget blocks inflict Disarm and remove Trick.

Nothing is Escape-proof!: Gadget combos and 2-card Gadget blocks inflict Disarm and remove Paralyze.

Quick Draw Holster: Gadget combos and 2-card Gadget blocks inflict Disarm and remove Surprise.

Rank 8 - 4-card Gadgets combos and 3-card Gadget blocks remove intense Disarm.

Rank 9 - Expend Effect: *Once per battle* you may expend a Gadget card to pull out the perfect weapon to shut down your enemy! You automatically inflict a copy of every SE your opponent is currently suffering from. If the card you expend is ≥ 8 you can also inflict copies of intense SEs. Otherwise, you inflict a normal version of the SE.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Gadget technique are geniuses of terrifying resourcefulness – they'll always have at least one trick ready for their enemy. Gadget combos receive a x1 attack boost and Gadget blocks receive a x1 defense boost.

5-card Gadget combos receive a +5 bonus to attack and ignore Trick and Paralyze SEs. 3-card Gadget blocks receive a +5 bonus to defense and ignore Trick and Paralyze SEs.

SAMPLE GADGET RESKIN

Gadget doesn't have to be a collection of tricks and tools. You could focus it on just one item with lots of variable uses. A character with a badass suit of mecha-armor full of weapons is perfectly suitable for Gadget.

Mechanically, Gadget has lots of SE removing powers. If you ignore the concept of using real gadgets, this technique can fit the bill as Tactics. It's not flashy, but plenty of characters use impossibly precise battle planning in the genre.

GRAVITY

The Gravity technique lets the fighter control the forces of mass, weight and pressure! Shonen with this amazing power can crush their enemies flat, weigh them down to immobility or even fling them around like ragdolls.

Examples: Guy with a magic sword that makes everything it hits heavier; robot with density control abilities; powerful psychic with telekinesis.

Rank 1 - Shonen with this technique can make their fists as heavy as mountains. Gravity combos receive a x1 attack boost and Gravity blocks receive a x1 defense boost.

Rank 2 - 2-card Gravity combos and blocks inflict Paralyze.

Rank 3 - You receive an attribute boost to Strength, Speed or Skill.
You receive a signature move option.

Rank 4 - ✦ *Pressure Bubble:* 2-card Gravity combos can either inflict Cripple or remove Cripple.
Weight Multiplication: 2-card Gravity combos can either inflict Disarm or remove Disarm.
Orientation Flux: 2-card Gravity combos can either inflict Wide Open or remove Wide Open.

Rank 5 - Expend Effect: If your opponent is suffering from Paralyze, you may expend a Gravity card to increase your attack by 1/2 the card's value by messing with their mass!

Rank 6 - Gravity combos receive a x1 attack boost and Gravity blocks receive a x1 defense boost.
You gain multi-activation for Gravity combos and blocks.
You receive a transformation unlock.

Rank 7 - You gain +2 to damage and defense against foes suffering from Paralyze. These bonuses increase to +4 if they suffer from intense Paralyze.
3-card Gravity combos inflict a special lingering Paralyze, which lasts for two rounds unless removed.

Rank 8 - ✦ *Singularity Point:* 4-card Gravity combos inflict intense Cripple.
Infinity Mass: 4-card Gravity combos inflict intense Disarm.
Zero-G Flux: 4-card Gravity combos inflict intense Wide Open.

Rank 9 - Expend Effect: *Once per battle* you may expend a Gravity card to gain complete control over the gravitational orientation of your area! Your opponent's Strength, Speed and Skill are all reduced by the value of the expended card, which is calculated after any status effects and cannot be ignored or removed. This effect lasts one round.
You receive a signature move option.

Rank 10 - Shonen who have mastered the Gravity technique control the basic forces of mass, and are capable of shattering the laws of physics! Gravity combos receive a x1 attack boost and Gravity blocks receive a x1 defense boost.
5-card Gravity combos receive a +5 bonus to attack and ignore Cripple and Paralyze.

SAMPLE GRAVITY RESKINS

This technique provides a lot of ways to inflict Paralyze and it also gives the shonen some good conditional bonuses. Based on those mechanics, how about reskinning Gravity as Wrestling? You could strip out all the elemental effects and just focus on mega-grappling and super-holds.

Alternatively, you could substitute Gravity for Ice. The actual Ice technique is featured below, but some players might like the Gravity powerset better. Hell, you could just take both and rename Gravity to Freeze, producing a seriously cold-focused fighter.

HOLY

The Holy technique is for fighters that have tapped into some kind of positive spiritual energy that protects the pure and wrecks the wicked! Depending on the shonen Universe, this could be a generalized "life-force", or the actual power of a benevolent deity.

Examples: The purest of pure-hearted warriors; a self-appointed champion of JUSTICE; an actual angel or being with god-given razzmatazz.

Rank 1 - Shonen with this technique smite their enemies with purity and righteousness. Holy combos receive a x1 attack boost and Holy blocks receive a x1 defense boost.

Rank 2 - 2-card Holy combos and blocks remove Hopeless.

Rank 3 - You receive an attribute boost to Strength, Mind or Energy.

You receive a signature move option.

Rank 4 - ✦ *Sanctuary:* 2-card Holy combos and blocks can remove either Terror or Drain.

Peace of Mind: 2-card Holy combos and blocks can remove either Drain or Berserk.

Serenity: 2-card Holy combos and blocks can remove either Berserk or Terror.

Rank 5 - Expend Effect: If your opponent is suffering from Cripple, Hopeless or Drain, you can expend a Holy card and increase your defense by the card's value by surrounding yourself with an impressive holy halo!

Rank 6 - Holy combos receive a x1 attack boost and Holy blocks receive a x1 defense boost.

You gain multi-activation for Holy combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Holy combos receive a x1 attack boost.

Guardian Spirit: 3-card Holy combos and 2-card Holy blocks inflict Hopeless and ignore Terror.

Almighty Might: 3-card Holy combos and 2-card Holy blocks inflict Cripple and ignore Drain.

Weaken Evil: 3-card Holy combos and 2-card Holy blocks inflict Drain and ignore Berserk.

Rank 8 - 4-card Holy combos and 3-card Holy blocks remove intense Hopeless.

Rank 9 - Expend Effect: *Once per battle* you may expend a Holy card to burst forth with cleansing holy light! You may postpone the effects of a number of SEs you are currently suffering from equal to 1/2 the value of the expended card. You postpone their effects until the following round. These SEs are not removed. This can postpone both intense and normal SEs. You receive a bonus to your attack this round equal to the number of SEs you postpone.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Holy technique are beacons of hope and justice! Holy combos receive a x1 attack boost and Holy blocks receive a x1 defense boost.

5-card Holy combos and 3-card Holy blocks provide a +5 bonus to defense and inflict intense Hopeless.

SAMPLE HOLY RESKIN

It's really interesting to reskin some techniques as neither elemental effects nor martial badassery. The Holy technique has tons of bonuses that remove or ignore SEs, which makes it a great support technique alongside more offensive techs. In light of that, you can reskin Holy as something like Leadership.

Shonen receive lots of power from their determination and willpower. Changing a technique to reflect that is a great idea! With Holy as Leadership (or maybe something stranger, perhaps Cuteness) you can easily represent that facet of shonen coolness.

HYPER SPEED

The Hyper Speed technique increases the character's movement abilities and reflexes to supersonic levels. Fighters who use Hyper Speed are capable of even more impressive maneuvering and lightning-quick attacks than other shonen.

Examples: A magical warrior with teleport spells; superhuman martial artists of all kinds; guy struck by lightning while working with Chemical-X.

Rank 1 - Shonen with this technique specialize in using their Speed for both offense and defense. Hyper Speed combos receive a x1 attack boost and Hyper Speed blocks receive a x1 defense boost.

Rank 2 - Expend Effect: If you are attacking or defending with Speed, you may expend a Hyper Speed card to add 1/2 its value to either your attack or defense.

Rank 3 - You receive a +2 bonus to attack and defense during a round in which anyone (including you) is suffering from Paralyze or intense Paralyze.

You receive a signature move option.

Rank 4 - *Unmatched Speed:* 2-card Hyper Speed combos inflict Paralyze.

Too Slow!: 2-card Hyper Speed combos inflict Trick.

Rank 5 - Through intense training and talent, the character has become faster than the eye can follow.

You receive an attribute boost to Speed. This boost has an additional bonus; the attribute boost for this technique is always (Rank +2).

Hyper Speed Strike: All your attacks with Speed receive +2.

Hyper Speed Dodge: All your defenses with Speed receive +2.

Rank 6 - Hyper Speed combos receive a x1 attack boost and Hyper Speed blocks receive a x1 defense boost.

You gain multi-activation for Hyper Speed combos and blocks.

You receive a transformation unlock.

Rank 7 - Hyper Speed combos receive a x1 attack boost and Hyper Speed blocks receive a x1 defense boost.

Right Behind You!: 3-card Hyper Speed combos inflict Surprise. 2-card Hyper Speed blocks remove Paralyze.

Instant Transmission: 3-card Hyper Speed combos inflict Wide Open. 2-card Hyper Speed blocks remove Paralyze.

Rank 8 - Whenever you collect a power token from taking damage you can downgrade any intense Paralyze you are suffering from or receive in the next round to normal Paralyze.

Expend Effect: You may expend a Hyper Speed card valued $\geq$ 4 and draw two cards from the game deck, keeping one and discarding the other.

Rank 9 - Expend Effect: *Once per battle* you may expend a Hyper Speed card valued $\geq$ 8 to increase your reaction time so much that time seems to stop! This effect allows you to take back all the cards you have played for your combo and block *after* your opponent has revealed their cardplay. You can rearrange the cards from your combo and block (and *only* your combo and block, not your aura) and play them again as you like.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Hyper Speed technique are so fast that they can appear in multiple places at once. Hyper Speed combos receive a x1 attack boost and Hyper Speed blocks receive a x1 defense boost.

WHAT IS HYPER SPEED?

This technique is for characters who want to specialize in using Speed.

There are tons of super speedy characters in the shonen genre. Lots of series tie the idea of speed to power — a stronger opponent will be faster than a weaker one. In this sense, a character's quickness seems to be relative. Some fighters pride themselves on being fast above everything else, though. Hyper Speed is for those characters, the ones who make Speed important to their design.

ICE

The Ice technique gives the shonen powers over cold, snow and freezing temperatures. Fighters with this technique often construct weapons and objects out of ice and use sub-zero blasts to immobilize their enemies!

Examples: A tech-fighter with cryo weaponry; a ninja specializing in korijustu; some kind of King of Ice.

Featured: Ruliel, the Fallen Angel from *White*, uses the Ice technique. As the former Angel of Blizzards most of her attacks and spells are full of frigid wrath.

Rank 1 -   Shonen with this technique produce bone chilling strikes. Ice combos receive a x1 attack boost and Ice blocks receive a x1 defense boost.

Rank 2 -   2-card Ice combos and 2-card Ice blocks inflict Cripple.

Rank 3 -   You receive an attribute boost to Strength, Speed or Skill.

You receive a signature move option.

Rank 4 -   Expend Effect: You may expend an Ice card to shift any SE your opponent is suffering from to Paralyze, freezing them in their tracks with icy shackles!

Rank 5 - ✦   *Panic Frost:* 2-card Ice combos inflict Berserk.

Freeze Chi: 2-card Ice combos inflict Drain.

Icy Double: 2-card Ice combos inflict Trick.

Rank 6 -   Ice combos receive a x2 damage boost.

You gain multi-activation for Ice combos and blocks.

You receive a signature move option.

Rank 7 - ✦   You now deal +3 damage when attacking with this technique's boosted attribute.

Winter Preparation: 3-card Ice combos ignore Trick and cancel an amount of automatic damage equal to your rank.

Cold Regeneration: 3-card Ice combos ignore Cripple and cancel an amount of automatic damage equal to your rank.

Thaw Out: 3-card Ice combos ignore Paralyze and cancel an amount of automatic damage equal to your rank.

Rank 8 - ✦   *Thin Ice:* 4-card Ice combos inflict both Surprise and Hopeless.

Cold Snap: 4-card Ice combos inflict both Paralyze and Hopeless.

Frozen Horror: 4-card Ice combos inflict both Terror and Hopeless.

Rank 9 -   Expend Effect: *Once per battle* you may expend an Ice card to freeze your opponent's body and spiritual power! The opponent's powerup score is reduced by ½ the value of the expended card. This penalty is reduced by 1 per round, until it reaches 0. Alternatively, the opponent can end the effect instantly by expending two cards ≥ 7.

You receive a transformation unlock.

Rank 10 -   Shonen who have mastered the Ice technique are constantly surrounded by sub-zero temperatures and razor sharp ice flakes! Ice combos receive a x2 damage boost.

5-card Ice combos receive a bonus to attack equal to your rank, and inflict intense Hopeless in addition to any other SE effects.

ILLUSION

The Illusion technique lets the shonen control and manipulate their opponent's senses! Fighters use Illusion to misdirect their enemy's attacks and sow confusion, setting them up for more devastating strikes.

Examples: Ninja who vanish and leave behind substitute dummies; a vampire with advanced hypnosis; straight-up mind control magician.

Rank 1 - Shonen with this technique fake their enemies out with devious mirages. Illusion combos receive a x1 attack boost and Illusion blocks receive a x1 defense boost.

Rank 2 - 2-card Illusion blocks inflict Surprise.

Rank 3 - You receive an attribute boost to Skill, Speed or Mind.

You receive a transformation unlock.

Rank 4 - Expend Effect: You may expend an Illusion card to remove either Wide Open or Surprise by revealing that you were never hit by the effect in the first place!

Rank 5 - ✦ *Pushing Buttons:* 3-card Illusion combos and 2-card Illusion blocks inflict Berserk and remove Berserk.

Invincible Mirage: 3-card Illusion combos and 2-card Illusion blocks inflict Hopeless and remove Hopeless.

Nightmare: 3-card Illusion combos and 2-card Illusion blocks inflict Terror and remove Terror.

Rank 6 - Illusion combos receive a x1 damage boost and Illusion blocks receive a x2 defense boost.

You gain multi-activation for Illusion combos and blocks.

You receive a signature move option.

Rank 7 - You now receive a +3 defense bonus when defending with this technique's boosted attribute.

3-card Illusion combos and 2-card Illusion blocks inflict Trick.

Rank 8 - ✦ *Illusion of Idiocy:* 4-card Illusion combos and 2-card Illusion blocks remove intense Surprise and ignore Surprise.

Illusion of Incompetence: 4-card Illusion combos and 2-card Illusion blocks remove intense Trick and ignore Trick.

Illusion of Weakness: 4-card Illusion combos and 2-card Illusion blocks remove intense Paralyze and ignore Paralyze.

Rank 9 - Expend Effect: *Once per battle* you may expend an Illusion card to trap your enemy in a horrible waking nightmare! If your opponent is suffering from Trick, Surprise, Berserk, Hopeless or Terror, you can increase the damage of your attack by the value of the expended card. This effect lasts until your opponent expends two cards valued $\geq$ 8.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Illusion technique are never where or even *what* they seem to be! Illusion combos receive a x1 damage boost and Illusion blocks receive a x2 defense boost.

5-card Illusion combos provide a +5 bonus to defense. 3-card Illusion blocks deal your rank in automatic damage.

SAMPLE ILLUSION RESKIN

Illusion provides an interesting combination of defense and damage boosts. It also has a few good bonuses for removing or ignoring some nasty SEs.

You can go with a more realistic approach and reskin Illusion as Zen Sword Style. This technique would highlight the focus and mental preparedness of the warrior. He could use a variety of rapid-focus meditation mantras to remove SEs, and the damage bonuses could be precise no-thought strikes!

LIGHT

The Light technique gives the shonen photon based powers. Fighters with this technique can blind their enemy with bright flashes, create walls and weapons of searing light, and even shoot honest-to-science lasers!

Examples: Ninja with illumination suppression; a warrior of the almighty Sun Spirit; guy with a bow that shoots laser arrows.

Rank 1 - Shonen with this technique imbue their moves with dazzling bursts of light. Light combos receive a x1 attack boost and Light blocks receive a x1 defense boost.

Rank 2 - 2-card Light combos inflict Berserk.

Rank 3 - You receive an attribute boost to Energy, Skill or Mind.
You receive a signature move option.

Rank 4 - ✦ *Photon Collision:* 2-card Light combos inflict either Trick or Drain.
Sudden Flash: 2-card Light combos inflict either Trick or Surprise.
White Out: 2-card Light combos inflict either Trick or Paralyze.

Rank 5 - Expend Effect: If your opponent is suffering from Berserk or Trick you may expend a Light card to increase your damage by ½ the card's value by taking advantage of their temporary blindness!

Rank 6 - Light combos receive a x1 attack boost and Light blocks receive a x1 defense boost.
You gain multi-activation for Light combos and blocks.
You receive a transformation unlock.

Rank 7 - You now deal +2 damage and receive +2 to defense if your opponent is suffering from Trick or Berserk. This bonus increases to +4 if they suffer from intense Trick or Berserk.
3-card Light combos and 2-card Light blocks remove Surprise, Trick or Drain.

Rank 8 - ✦ *Blinded by the Light:* 4-card Light combos inflict intense Trick.
Cast no Shadow: 4-card Light combos inflict intense Berserk.

Rank 9 - Expend Effect: *Once per battle* you may expend a Light card to sear your enemy's eyes with a flare of sunlight, giving you time to catch your breath! You heal damage equal to the value of the expended card, which goes over barriers. You also increase your powerup by the same amount for the round. However, you cannot launch SMs the round you activate this effect.
You receive a signature move option.

Rank 10 - Shonen who have mastered the Light technique shine with unmistakable solar power! Light combos receive a x1 attack boost and Light blocks receive a x1 defense boost.
5-card Light combos receive a bonus to attack equal to your rank.

SAMPLE LIGHT RESKINS

This technique's Trick, Surprise and Berserk effects can be reimagined as some kind of emotion control! A fighter that could manipulate pheromones or a person's heart would be able to do similar things.

Light is also a great technique for a comic relief character. Their typical ability to taunt and infuriate opponents is well represented by this technique's abilities.

Finally, Light is one of the few techniques to have a healing effect. It's only available at rank 9, but you could take that theme and reskin the whole technique as healing or regeneration. Obviously, the fighter won't be mechanically healing with each activation, but that can be narrated around. The Berserk, Trick and Surprise SEs would be inflicted because opponents can't understand how the shonen is surviving all their attacks!

MEGA MIND

Shonen with the Mega Mind technique are strategic geniuses. They have honed their intellect and senses to the point where they can predict their enemy's moves and set them up for all kinds of tactical traps!

Examples: Brains over brawn martial artist; android with advanced probability calculations; the luckiest girl alive.

Rank 1 - Shonen with this technique specialize in using their Mind for both offense and defense. Mega Mind combos receive a x1 attack boost and Mega Mind blocks receive a x1 defense boost.

Rank 2 - Expend Effect: If you are attacking or defending with Mind, you may expend a Mega Mind card to add 1/2 its value to either your attack or defense.

Rank 3 - You receive a +2 bonus to attack and defense during a round in which anyone (including you) is suffering from Surprise or intense Surprise.

You receive a signature move option.

Rank 4 - ✦ *Outwit:* 2-card Mega Mind combos inflict Surprise.

Infuriate: 2-card Mega Mind combos inflict Berserk.

Rank 5 - ✦ Through intense study and brainpower, the character has weaponized his advanced intellect.

You receive an attribute boost to Mind. This boost has an additional bonus; the attribute boost for this technique is always (Rank +2).

Mega Mind Assault: All your attacks with Mind receive +2.

Mega Mind Balance: All your defenses with Mind receive +2.

Rank 6 - Mega Mind combos receive a x1 attack boost and Mega Mind blocks receive a x1 defense boost.

You gain multi-activation for Mega Mind combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Mega Mind combos receive a x1 attack boost and Mega Mind blocks receive a x1 defense boost.

You Don't Want to Do That...: 3-card Mega Mind combos inflict Paralyze. 2-card Mega Mind blocks remove Surprise.

Efficient Tactics: 3-card Mega Mind combos inflict Drain. 2-card Mega Mind blocks remove Surprise.

Rank 8 - After you have been hit with an SM, you can always defend with Mind the next time that same SM is launched against you, breaking the normal combat style rules. This resets each Arc.

Expend Effect: You may expend a Mega Mind card valued ≥ 5 to learn the value of one of your opponent's attributes, by carefully studying their strength and weaknesses!

Rank 9 - Expend Effect: *Once per battle* you may expend a Mega Mind card to reveal that you have planned for all your enemy's surprises in advance! You may draw a number of cards from the game deck or your personal deck equal to 1/2 the value of the expended card. You may immediately swap or add these cards into your already revealed combo and block.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Mega Mind technique see every possibility on the battlefield. Mega Mind combos receive a x1 attack boost and Mega Mind blocks receive a x1 defense boost.

WHAT IS MEGA MIND?

This technique is for characters who want to specialize in using Mind. It doesn't provide any super-flashy elemental effects, but it does give the fighter powerful benefits for that attribute.

Particularly, Mega Mind is perfect for characters that like to have super meticulous plans or perfectly planned strategies. A simple attack with Mind could be revealing a well-planned trap; an attack with Mega Mind is a pre-arranged trap that took the entire battle to set up!

Mega Mind provides few SE inflicting options, but many conditional bonuses and boosts to the Mind attribute.

PLANT

The Plant technique gives the shonen impressive vegetation-based powers! Fighters with these abilities can control living plants and vines, make trees sprout up from nowhere, and even harness the toxic nature of flora.

Examples: Vegetable alien; geomancer or eco-sorcerer; flower-power pretty boy.

Rank 1 - Shonen with this technique trip their opponent up with nearby plants. Plant combos receive a x1 attack boost and Plant blocks receive a x1 defense boost.

Rank 2 - 2-card Plant combos inflict Paralyze.

Rank 3 - You receive an attribute boost to Strength, Mind or Energy.
You receive a signature move option.

Rank 4 - ✦ *Rapid Growth:* 2-card Plant combos can either inflict Cripple or remove Trick.
Leaf Bluster: 2-card Plant combos can either inflict Cripple or remove Surprise.
Photosynthesis: 2-card Plant combos can either inflict Cripple or remove Drain.

Rank 5 - Expend Effect: If your opponent is suffering from Paralyze, Cripple, Surprise, Trick or Drain, you may expend a Plant card to increase your defense by 1/2 the card's value by sapping their power with pollen!

Rank 6 - Plant combos receive a x1 attack boost and Plant blocks receive a x1 defense boost.
You gain multi-activation for Plants combos and blocks.
You receive a transformation unlock.

Rank 7 - ✦ Plant combos receive a x1 attack boost if your enemy is suffering from Paralyze and Plant blocks receive a x1 defense boost if your enemy is suffering from Paralyze.
Branch Spears: 3-card Plant combos and 2-card Plant blocks inflict Cripple and ignore Cripple.
Hanging Vines: 3-card Plant combos and 2-card Plant blocks inflict Surprise and ignore Surprise.

Taproot: 3-card Plant combos and 2-card Plant blocks inflict Drain and ignore Drain.

Rank 8 - 4-card Plants combos and 3-card Plant blocks inflict Wide Open.

Rank 9 - Expend Effect: *Once per battle* you may expend a Plant card to harness the regenerative power of the forest! The next time in this battle that you receive healing, increase the amount of healing by twice the value of the expended card. The second time you activate a healing effect, you heal an additional amount equal to the value of the card. This effect ends after the second healing boost.
You receive a signature move option.

Rank 10 - Shonen who have mastered the Plant technique are in total communion with nature's might. Plant combos receive a x1 attack boost and Plant blocks receive a x1 defense boost.
Additionally, Plant combos receive a x2 attack boost if your enemy is suffering from Paralyze and Plant blocks receive a x2 defense boost if your enemy is suffering from Paralyze.

SAMPLE PLANT RESKINS

Plant has excellent conditional bonuses against Paralyzed opponents. This technique can easily be reskinned into the perfect "set-up" power. That could be another elemental effect, like stunning electricity, freezing cold, or blinding darkness. It's OK that those techniques already exist; you can use a reskinned Plant in tandem with them! Imagine a shonen with the Shadow tech *and* this technique reskinned as Darkness (for example). That's a nasty combination!

Alternatively, Plant works quite well as a weapon-based fighting style, like Whips or Pressure Point Strikes.

POISON

The Poison technique gives the shonen a wide variety of toxic powers. Fighters use Poison to imbue their weapons with deadly concoctions or debilitate their enemies directly with powders and liquids.

Examples: A ninja assassin; half-snake man or other poisonous monster; unscrupulous doctor or healer.

Featured: Rose from *Spiral Squire* is a Poison prodigy. In early Arcs she assists Spiral and Crow by producing antidotes, but later she develops much more offensive uses for her Medicae Knightcraft.

Rank 1 - Shonen with this technique infect their opponents early on for easy advantages. Poison combos receive a x1 attack boost and Poison blocks receive a x1 defense boost.

Rank 2 - 2-card Poison combos inflict Cripple.

Rank 3 - You receive an attribute boost to Strength, Skill or Mind.

You receive a signature move option.

Rank 4 - ✦ *Nerve Agent:* 2-card Poison combos and blocks inflict Paralyze or Drain.

Madness Toxin: 2-card Poison combos and blocks inflict Paralyze or Berserk.

Hallucinogen: 2-card Poison combos and blocks inflict Berserk or Drain.

Rank 5 - Expend Effect: You may expend a Poison card to shift a Paralyze, Cripple or Disarm SE you are suffering from to Paralyze, Cripple or Drain, using poison to fight poison!
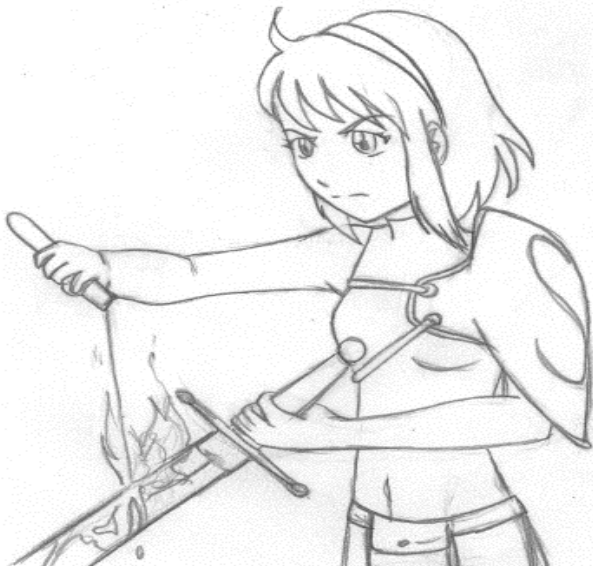
Rank 6 - Poison combos receive a x1 attack boost and Poison blocks receive a x1 defense boost.

You gain multi-activation for Poison combos and blocks.

You receive a transformation unlock.

Rank 7 - You now deal +1 damage to your opponent for each SE he is currently suffering from. This bonus increases to +2 if they suffer from an intense SE.

3-card Poison combos inflict a special lingering version of any SE you can produce from this technique. The lingering SE lasts for two rounds unless it is removed.

Rank 8 - ✦ *Total Anesthesia:* 4-card Poison combos inflict intense Cripple.

Quadriplegia Drug: 4-card Poison combos inflict intense Paralyze.

Chakra Cancer: 4-card Poison combos inflict intense Drain.

Rage Gas: 4-card Poison combos inflict intense Berserk.

Rank 9 - Expend Effect: *Once per battle* you may expend a Poison card valued ≥ 8 to make all the toxins in your opponent's body violently react! You may interrupt your opponent's attempt to remove or shift an SE by switching the SE they are trying to affect to Paralyze, Cripple or Drain. This specifically breaks effect priority and can render their removal or shift ineffective. They can reconsider their ability use if they like, but they cannot redo any combo or block cardplay.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Poison technique can apply of hundreds of debilitating toxins! Poison combos receive a x1 attack boost and Poison blocks receive a x1 defense boost.

5-card Poison combos can inflict any two SEs that you can apply with this technique.

PRODIGY SKILL

The Prodigy Skill technique increases the character's martial expertise to near perfection. Shonen with Prodigy Skill are seriously dedicated to precise practice of martial arts and weapon skills, more so than other fighters.

Examples: Dedicated lifelong martial artist; guy with supernatural combat-form memorization; mega-ghost or demon with the souls of a thousand experienced fighters.

Rank 1 - Shonen with this technique specialize in using their Skill for both offense and defense. Prodigy Skill combos receive a x1 attack boost and Prodigy Skill blocks receive a x1 defense boost.

Rank 2 - Expend Effect: If you are attacking or defending with Skill, you may expend a Prodigy Skill card to add 1/2 its value to either your attack or defense.

Rank 3 - You receive a +2 bonus to attack and defense during a round in which anyone (including you) is suffering from Trick or intense Trick.

You receive a signature move option.

Rank 4 - ✦ *Cunning Counter:* 2-card Prodigy Skill combos inflict Trick.

Dodge This!: 2-card Prodigy Skill combos inflict Wide Open.

Rank 5 - ✦ Through merciless training and dedication the character's actions have become nearly flawless.

You receive an attribute boost to Skill. This boost has an additional bonus; the attribute boost for this technique is always (Rank +2).

Prodigy Skill Precision: All your attacks with Skill receive +2.

Prodigy Skill Parry: All your defenses with Skill receive +2.

Rank 6 - Prodigy Skill combos receive a x1 attack boost and Prodigy Skill blocks receive a x1 defense boost.

You gain multi-activation for Prodigy Skill combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Prodigy Skill combos receive a x1 attack boost and Prodigy Skill blocks receive a x1 defense boost.

Perfect Feint: 3-card Prodigy Skill combos inflict Disarm. 2-card Prodigy Skill blocks remove Trick.

Pressure Point: 3-card Prodigy Skill combos inflict Cripple. 2-card Prodigy Skill blocks remove Trick.

Rank 8 - Whenever you collect a power token from taking damage you can draw an extra card from the game deck the following round.

Expend Effect: If you are defending with Skill, you may expend a Prodigy Skill card valued ≥ 7 to downgrade an intense SE you are suffering from to a normal SE.

Rank 9 - Expend Effect: *Once per battle* you may expend a Prodigy Skill card to perfectly counter your enemy's techniques! You may use this power in reaction to your opponent using an expend effect. If the value of the Prodigy Skill card you expend is > the value of their expended card, the effect is countered and doesn't occur. The card is still expended, and if it was a "once per battle" effect it counts as having been used.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Prodigy Skill technique are the undeniable World's Best at their chosen martial ability. Prodigy Skill combos receive a x1 attack boost and Prodigy Skill blocks receive a x1 defense boost.

WHAT IS PRODIGY SKILL?

This technique is for characters who want to specialize in using Skill.

A character with Prodigy Skill should define exactly what kind of martial genius they are. In some Universes being the master of particular fighting art is a major mark of coolness. Users of Prodigy Skill are probably at the top of world rankings when it comes to ass kicking, so having a noted specialty is a good idea.

PSYCHIC

The Psychic technique gives the shonen dangerous mental powers. This can be anything from reading minds and predicting attacks, to causing memory loss, or even good old fashion brain melting!

Examples: Ninja who controls emotional forces; magician or demon with mind reading; fighter with universal thought-link.

Rank 1 - Shonen with this technique are warriors who know what their enemy is doing before they've even decided to attack. Psychic combos receive a x1 attack boost and Psychic blocks receive a x1 defense boost.

Rank 2 - 2-card Psychic blocks inflict Hopeless.

Rank 3 - You receive an attribute boost to Skill, Mind or Energy.

You receive a transformation unlock.

Rank 4 - Expend Effect: You may expend a Psychic card to reduce unstoppable damage by 1/2 the value of the card by psychically nudging your enemy's mind at the last second!

Rank 5 - ✦ *Self Hypnosis:* 3-card Psychic combos and 2-card Psychic blocks inflict Surprise and remove Terror.

ESP: 3-card Psychic combos and 2-card Psychic blocks inflict Surprise and remove Surprise.

Third-Eye: 3-card Psychic combos and 2-card Psychic blocks inflict Surprise and remove Wide Open.

Rank 6 - Psychic combos receive a x1 damage boost and Psychic blocks receive a x2 defense boost.

You gain multi-activation for Psychic combos and blocks.

You receive a signature move option.

Rank 7 - You gain +3 defense when defending with this technique's boosted attribute.

3-card Psychic combos and 2-card Psychic blocks ignore both Berserk and Trick.

Rank 8 - ✦ *Phobia Tweak:* 4-card Psychic combos and 2-card Psychic blocks remove Intense Terror and inflict Trick.

Precognition: 4-card Psychic combos and 2-card Psychic blocks remove Intense Surprise and inflict Trick.

Psychic Equilibrium: 4-card Psychic combos and 2-card Psychic blocks remove Intense Wide Open and inflict Trick.

Rank 9 - Expend Effect: *Once per battle* you may expend a Psychic card to lock away part of your opponent's mind to weaken them! Any cards in your opponent's combo or block that match the value of your expended card are worth zero when adding up the combo or block value. This effect persists until your opponent expends two cards ≥ 7.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Psychic technique can instantly sense the emotions and intents of everybody around them! Psychic combos receive a x1 damage boost and Psychic blocks receive a x2 defense boost.

5-card Psychic combos reduce unstoppable damage by 5. 3-card Psychic blocks increase your defense by your technique rank.

SAMPLE PSYCHIC RESKIN

Psychic is another technique with excellent defensive bonuses. It also has some nice SE inflicting abilities. Because of this, Psychic is easily changed to something like Mimic or Technique Memorization.

Lots of shonen series have fighters that are capable of copying another character's techniques, like Crow's teacher Maestro in *Spiral Squire*. Psychic allows a shonen to avoid or ignore lots of conditions, which is reskinned as them using their opponent's own style against them. Likewise, the Surprise and Trick SEs come from the fighter's unexpected switches between radically different fighting methods.

SHADOW

The Shadow technique gives the shonen terrifying darkness-based powers. There are certainly fighters who use Shadow to obscure themselves and skulk around. Other shonen have found a more deadly way to harness Shadow, turning the darkness into blasts, knives and choking hands!

Examples: A ninja master of stealth and assassination; alien warrior from the dark side of the universe; swordsman with a blade of pure night.

Featured: Spiral Squire's Rose is a Shadow user. Her particular technique is reskinned to include teleportation effects, allowing her to pop around the battlefield and surprise opponents.

Rank 1 - Shonen with this technique hide their attacks within darkness until the moment of contact. Shadow combos receive a x1 attack boost and Shadow blocks receive a x1 defense boost.

Rank 2 - ✦ *Shadow Bind:* 2-card Shadow combos inflict Paralyze.

Shade-copy Switch: 2-card Shadow combos inflict Trick.

Silhouette Fake: 2-card Shadow combos inflict Surprise.

Rank 3 - You receive an attribute boost to Energy, Skill or Mind.

You receive a signature move option.

Rank 4 - Expend Effect: If your opponent is suffering from Paralyze, Trick or Surprise, you may expend a Shadow card to receive a bonus to defense equal to half the card's value.

Rank 5 - Shadow combos deal +3 damage against foes suffering from Paralyze, Trick or Surprise.

Rank 6 - Shadow combos receive a x2 damage boost.

You gain multi-activation for Shadow combos and blocks.

You receive a signature move option.

Rank 7 - ✦ You now deal +3 damage when attacking with this technique's boosted attribute.

Deadly Shadow Bind: 3-card Shadow combos inflict either Paralyze or Terror.

Deadly Shade-copy Switch: 3-card Shadow combos inflict either Surprise or Terror.

Deadly Silhouette Fake: 3-card Shadow combos inflict either Trick or Terror.

Rank 8 - ✦ *Dark Draw*: 4-card Shadow combos ignore both Drain and Hopeless.

Shade Blade: 4-card Shadow combos ignore both Cripple and Disarm.

Shadow Sanctuary: 4-card Shadow combos ignore both Wide Open and Terror.

Rank 9 - Expend Effect: *Once per battle* you may expend a Shadow card to confuse your enemy with perfect shadow-copies of yourself! If your opponent is suffering from Paralyze, Trick or Surprise, you may add the value of the expended card to both your attack and defense this round. If not, you may only add it to one or the other.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Shadow technique can manipulate darkness as though it was a perfectly solid thing! Shadow combos receive a x2 damage boost.

5-card Shadow combos inflict three SEs at the same time, chosen from the SEs you can inflict with this technique.

SONIC

The Sonic technique provides the shonen with control over damaging sound waves. The power of sound is capable of many unexpected tricks, such as destabilizing an enemy's sense of balance or reflecting other force-like attacks. Then again, it can also be used to simply blow stuff apart!

Examples: A martial artist with a sound barrier-breaking punch; song-based siren warrior; master of bone shattering vibration attacks.

Rank 1 - Shonen with this technique imbue their attacks with screaming force. Sonic combos receive a x1 attack boost and Sonic blocks receive a x1 defense boost.

Rank 2 - Sonic combos inflict 3 automatic damage when the opponent defends with Strength.

Rank 3 - You receive an attribute boost to Energy, Skill or Speed.

You receive a signature move option.

Rank 4 - ✦ *Bass Blast*: 2-card Sonic combos inflict Cripple.

Eardrum Burst: 2-card Sonic combos inflict Paralyze.

Distracting Crash: 2-card Sonic combos inflict Trick.

Rank 5 - Expend Effect: You may expend a card to shift any SE your opponent is currently suffering from to Berserk by screeching them with pulsing sound bursts!

Rank 6 - Sonic combos receive a x2 damage boost.

You gain multi-activation for Sonic combos and blocks.

You receive a signature move option.

Rank 7 - You now deal +3 damage when attacking with this technique's boosted attribute.

3-card Sonic combos ignore any Trick, Drain or Paralyze SEs inflicted from combo or block cardplay.

Rank 8 - ✦ *Liquefy Muscle*: 4-card Sonic combos inflict intense Cripple.

Decibel Prison: 4-card Sonic combos inflict intense Paralyze

World of Chaos: 4-card Sonic combos inflict intense Trick.

Rank 9 - Expend Effect: *Once per battle* you may expend a Sonic card to blast an object apart with deadly vibrations! This effect automatically inflicts intense Disarm on your opponent. Additionally, Sonic combos inflict an additional +3 automatic damage when the opponent defends with Strength until the opponent expends two cards ≥ 7.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Sonic technique can manipulate soundwaves to tear flesh and bones apart! Sonic combos receive a x2 damage boost.

5-card Sonic combos receive a bonus to attack equal to rank and increase your defense by +5.

SAMPLE SONIC RESKINS

Sonic has a very interesting and useful Rank 9 expend effect that causes intense Disarm. You can reimagine that ability as some kind of pickpocketing maneuver, and the rest of the Sonic tech then becomes Steal! This could encompass all the traditional tricks we see combat oriented thieves pull in anime or video games.

Also, Sonic's conditional bonuses against Strength defenses can be reskinned as any kind of weapon that's designed to pierce armor. Examples include soul-knives, acid, diseases, or even mystical rapid aging.

SPECIAL SENSE

The Special Sense technique provides the shonen with some type of extraordinary sensory ability! This power varies greatly between fighters. Some have developed the ability to detect spiritual pressure points, while others have 360-radar vision. Regardless, shonen with this technique have trained their amazing senses to help them excel in combat.

Examples: Robot with anatomy deconstruction programming; ninja with technique memorizing eyes; blind warrior with almost psychic battle senses.

Rank 1 - Shonen with this technique target the weakest parts of their opponent's body. Special Sense combos receive a x1 attack boost and Special Sense blocks receive a x1 defense boost.

Rank 2 - 2-card Special Sense combos and blocks inflict Drain.

Rank 3 - You receive an attribute boost to Skill, Energy or Mind.

You receive a transformation unlock.

Rank 4 - Expend Effect: You may expend a Special Sense card to remove Drain, Paralyze or Cripple by compensating for the injury with your amazing sense!

Rank 5 - *Sense Weakness:* 3-card Special Sense combos and 2-card Special Sense blocks inflict Cripple.

Sense Hesitation: 3-card Special Sense combos and 2-card Special Sense blocks inflict Paralyze.

Rank 6 - Special Sense combos receive a x1 damage boost and Special Sense blocks receive a x2 defense boost.

You gain multi-activation for Special Sense combos and blocks.

You receive a signature move option.

Rank 7 - You now receive a +3 defense bonus when defending with this technique's boosted attribute.

3-card Special Sense combos and 2-card Special Sense blocks reduce your opponent's powerup by 1 the following round.

Rank 8 - *Pressure Point Reverse:* 4-card Special Sense combos remove intense Cripple.

2-card Special Sense blocks inflict Berserk.

Sensory Deprivation: 4-card Special Sense combos remove intense Paralyze. 2-card Special Sense blocks inflict Berserk.

Chakra Bottleneck: 4-card Special Sense combos remove intense Drain. 2-card Special Sense blocks inflict Berserk.

Rank 9 - Expend Effect: *Once per battle* you may expend a Special Sense card to disrupt your opponent's senses, leaving them helpless while you are free to attack! You can force your opponent to defend against your attack this round with Mind, regardless of your combat style usually dictates. You also receive a bonus to defense equal to 1/2 the value of the expended card.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Special Sense technique can never be caught unawares! Special Sense combos receive a x1 damage boost and Special Sense blocks receive a x2 defense boost.

5-card Special Sense combos and 3-card Special Sense blocks provide a bonus to defense equal to your rank.

WHAT IS SPECIAL SENSE?

This technique requires the player to describe the special sense their shonen possesses. It doesn't have to be a normal sense, of course. Sensing supernatural stuff is a staple of our genre. Remember the "Ninja School Issue"; it's probable that most shonen in your Universe can sense whatever energy is floating around. This technique is **not for that**. That's common and normal – it's no big deal to just sense energy.

When you choose Special Sense you're saying that your shonen has some amazing fighting technique that harnesses a unique or heightened sense, whatever that may be. Make it awesome!

SUMMON

The Summon technique gives the shonen the ability to conjure things out of thin air! This is a highly variable ability and each fighter must define what it is they summon. The summoned things are usually objects, weapons, constructs or semi-living things, such as clones, monsters or spirits.

Examples: A guy with dozens of weapons stored in another dimension; magical demon summoner; reality-manipulating comic relief character.

Rank 1 - Shonen with this technique confuse their enemies by popping things into and out-of existence. Summon combos receive a x1 attack boost and Summon blocks receive a x1 defense boost.

Rank 2 - 2-card Summon combos and blocks inflict Wide Open.

Rank 3 - You receive an attribute boost to Strength, Skill or Speed.

You receive a signature move option.

Rank 4 - ✦ *Crushing Summon:* 2-card Summon combos inflict Cripple and deal +3 damage against foes suffering from Wide Open.

Pinning Summon: 2-card Summon combos inflict Disarm and deal +3 damage against foes suffering from Wise Open.

Instant Summon: 2-card Summon combos inflict Trick and deal +3 damage against foes suffering from Wide Open.

Rank 5 - Expend Effect: If your opponent is defending with Skill, you may expend a Summon card and increase your attack by the card's value by calling up objects at all angles!

Rank 6 - Summon combos receive a x1 attack boost and Summon blocks receive a x1 defense boost.

You gain multi-activation for Summon combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ You now deal +2 damage and receive +2 to your defense against opponents suffering from Wide Open. These

bonuses increase to +4 if they suffer from intense Wide Open.

Infinity Copies: 3-card Summon combos inflict a special lingering Cripple that lasts for two rounds unless removed.

Engulfing Summon: 3-card Summon combos inflict a special lingering Paralyze that lasts for two rounds unless removed.

Fakeout Tag-in: 3-card Summon combos inflict a special lingering Trick that lasts for two rounds unless removed.

Rank 8 - 4-card Summon combos inflict Intense Wide Open.

Rank 9 - Expend Effect: *Once per battle* you may expend a Summon card to whip up a crashing flood of thousands of objects! You increase your damage with all non-SM attacks by half the value of the card, or by the full value if your opponent is suffering from Wide Open. This bonus persists until your enemy expends two cards that are ≥ the card you used to activate this effect.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Summon technique have hordes of orbiting objects that act at their command! Summon combos receive a x1 attack boost and Summon blocks receive a x1 defense boost.

5-card Summon combos remove both intense Disarm and intense Wide Open.

WHAT IS SUMMON?

This technique requires the player to describe what their character summons. Summoned stuff should be carefully considered based on the Universe and scope of the game. For example, it may be inappropriate to summon giant monsters in a low-powered martial arts game.

It's a good idea to set some limits on what you are able to summon. A few restrictions may increase creativity!

SUPER STRENGTH

The Super Strength technique increases the character's muscle-power and toughness to impossible levels. Fighters who practice Super Strength smash mountains and buildings even more effortlessly than other shonen!

Examples: Hyper-beefy martial artist; alien with a weird reaction to Earth's gravity; pint-sized power princess.

Rank 1 - Shonen with this technique specialize in using their Strength for both offense and defense. Super Strength combos receive a x1 attack boost and Super Strength blocks receive a x1 defense boost.

Rank 2 - Expend Effect: If you are attacking or defending with Strength, you may expend a Super Strength card to add 1/2 its value to either your attack or defense.

Rank 3 - You receive a +2 bonus to attack and defense during a round in which anyone (including you) is suffering from Cripple or intense Cripple.

You receive a signature move option.

Rank 4 - *Bone Crusher:* 2-card Super Strength combos inflict Cripple.

Weapon Breaker: 2-card Super Strength combos inflict Disarm.

Rank 5 - Through muscly muscles, the character has increased his Strength to new levels.

You receive an attribute boost to Strength. This boost has an additional bonus; the attribute boost for this technique is always (Rank +2).

Super Strength Smash: All your attacks with Strength receive +2.

Super Strength Endurance: All your defenses with Strength receive +2.

Rank 6 - Super Strength combos receive a x1 attack boost and Super Strength blocks receive a x1 defense boost.

You gain multi-activation for Super Strength combos and blocks.

You receive a transformation unlock.

Rank 7 - Super Strength combos receive a x1 attack boost and Super Strength blocks receive a x1 defense boost.

The Strongest: 3-card Super Strength combos inflict Cripple. 2-card Super Strength blocks remove Cripple.

The Toughest: 3-card Super Strength combos inflict Disarm. 2-card Super Strength blocks remove Disarm.

Rank 8 - You reduce all automatic damage you receive by the number of Super Strength cards in your aura.

Expend Effect: You may expend a Super Strength card to reduce unstoppable damage by 1/2 the value of the card by taking the attack head on!

Rank 9 - Expend Effect: *Once per battle* you may expend a Super Strength card to channel all your power into one huge blow! If your opponent is suffering from intense Cripple or defending with Strength, increase your attack by twice the value of the card. If they are suffering from normal Cripple increase your attack by the value of the card. Increase your attack by ½ the value of the card in all other cases.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Super Strength technique have complete control over their internal power. Super Strength combos receive a x1 attack boost and Super Strength blocks receive a x1 defense boost.

WHAT IS SUPER STRENGTH?

This technique is for characters who want to specialize in using Strength.

The shonen genre is full of really strong characters, and not all of them have Super Strength. It's really about *relative* strength rather than raw power. Super Strength is perfect for the characters that are really, **really** physically stronger than the others. Again, remember the Ninja School Issue. Super Strength is for characters whose muscles are priority number one!

TIME

The Time technique gives the fighter the power to manipulate time itself! Shonen with this ability can speed their attacks up, slow their enemy's down, or even freeze combat for a second or two. The power to alter time is well feared!

Examples: Magician with chronomancy; beyond-fast martial artist; robot with built in flux capacitor.

Featured: Spiral, from *Spiral Squire*, has the Time technique. Instead of speeding up or slowing down time, he summons up copies of himself from nearby timestreams, giving him an army of clones.

Rank 1 - Shonen with this technique alter the speed of incoming attacks, throwing their enemy off balance. Time combos receive a x1 attack boost and Time blocks receive a x1 defense boost.

Rank 2 - 2-card Time combos and blocks inflict Disarm.

Rank 3 - You receive an attribute boost to Mind, Speed or Skill.

You receive a transformation unlock.

Rank 4 - Expend Effect: You may expend an Time card to remove Paralyze, Trick or Surprise by halting time for a split second to recover!

Rank 5 - ✦ *Fast Forward:* 3-card Time combos and 2-card Time blocks inflict Surprise.

Slow Motion: 3-card Time combos and 2-card Time blocks inflict Trick.

10,000 Punches per Second: 3-card Time combos and 2-card Time blocks inflict Cripple.

Rank 6 - Time combos receive a x1 damage boost and Time blocks receive a x2 defense boost.

You gain multi-activation for Time combos and blocks.

You receive a signature move option.

Rank 7 - You now receive a +3 defense bonus when defending with this technique's boosted attribute.

3-card Time combos and 2-card Time blocks remove and ignore both Hopeless and Wide Open.

Rank 8 - ✦ You now receive a +3 defense bonus when your attacker is suffering from Disarm.

Binding Rewinding: 4-card Time combos and 2-card Time blocks remove intense Paralyze.

Instant Replay: 4-card Time combos and 2-card Time blocks remove intense Trick.

Sneak Preview: 4-card Time combos and 2-card Time blocks remove intense Surprise.

Rank 9 - Expend Effect: *Once per battle* you may expend a Time card to rewind the flow of time and reassess your strategy! Before you play your combo or block, you may replace a number of cards in your hand with cards from your personal deck's discard pile equal to ½ the value of the expended Time card.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Time technique violate the rules of the universe with casual disregard! Time combos receive a x1 damage boost and Time blocks receive a x2 defense boost.

5-card Time combos provide a bonus attack equal to your rank. 3-card Time blocks inflict intense Disarm.

UNNATURAL BODY

The Unnatural Body technique provides the shonen with some kind of weird but useful physiology! This is a highly variable ability and each fighter must define what it is that makes them "unnatural". Some fighters can stretch their limbs like rubber, or host an army of miniature warriors in their skull, or have a useful third (or fourth or fifth) limb like a prehensile tail. Regardless, the Unnatural Body technique is not just about *having* these strange body adjustments, but specifically using them to define your unique fighting style!

Examples: A fighter with steam-piston limbs; an alien with growing and shrinking abilities; a rubber body hyper pirate.

Rank 1 - Shonen with this technique strike with totally unusual methods and body parts. Unnatural Body combos receive a x1 attack boost and Unnatural Body blocks receive a x1 defense boost.

Rank 2 - Unnatural Body combos and blocks deal automatic damage equal to the number of activated cards.

Rank 3 - You receive an attribute boost to Strength, Skill or Speed.

You receive a signature move option.

Rank 4 - ✦ *Deadly Hands:* 2-card Unnatural Body combos inflict Cripple.

Long Strike: 2-card Unnatural Body combos inflict Trick.

Sudden Morph: 2-card Unnatural Body combos inflict Surprise.

Rank 5 - Expend Effect: You may expend an Unnatural Body card to shift a Cripple, Surprise or Trick SE your opponent is suffering from to Drain, disrupting their power-control with your freaky fighting!

Rank 6 - Unnatural Body combos receive a x2 damage boost.

You gain multi-activation for Unnatural Body combos and blocks.

You receive a signature move option.

Rank 7 - You now deal +3 damage when attacking with this technique's boosted attribute.

3-card Unnatural Body combos allow you to reflect an amount of damage equal to the number of activated cards.

Rank 8 - ✦ *Stunning Revitalize:* 4-card Unnatural Body combos inflict Berserk and ignore Cripple.

Monstrous Morph: 4-card Unnatural Body combos inflict Berserk and ignore Paralyze.

They Bend That Way?!: 4-card Unnatural Body combos inflict Berserk and ignore Trick.

Rank 9 - Expend Effect: *Once per battle* you may expend an Unnatural Body card to warp your limbs in a totally impossible way! If you miss with an attack, you can expend a card and deal twice its value as special automatic damage. The damage you deal with this power cannot be reduced, reflected or absorbed by any effect, nor can it be enhanced by any effect.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Unnatural Body technique are perfectly comfortable with their strange biology! Unnatural Body combos receive a x2 damage boost.

5-card Unnatural Body combos receive a bonus to attack equal to your rank, and deal 5 points of automatic damage if the opponent is suffering from Surprise, Trick or Cripple.

WHAT IS UNNATURAL BODY?

Unnatural Body is another technique that requires the player to define exactly what it looks like.

Remember, this is a *fighting* technique, so it's going to be one of the main ways your character throws down in battle. **Don't choose this because you just want to look different or have a quirky body part, like a tail.** That's just a gimmick. However, if you wanted to make that tail a main part of your fighting style, then this is the technique for you!

Oh, and Unnatural Body can totally be reskinned to something like Unnatural Weapon. This is excellent for fighters with whip-swords, chain-scythes or any other strange armament.

WATER

The Water technique gives the shonen liquid-based powers. Fighters with this technique can control the flow of water and use it for both offense and defense. Although Water may not have the sharp punch of Ice, this fluid power can be used to slam, smash or engulf enemies!

Examples: Underwater fighter with minor magic; mystic martial artist with watery chi; shark themed warrior woman.

Featured: Ruliel from *White* is a Water tech user. Although she is the Angel of Blizzards, she has also mastered Enochian magic that lets her conjure godly floods!

Rank 1 - Shonen with this technique leave their enemies stunned by pounding waterspouts. Water combos receive a x1 attack boost and Water blocks receive a x1 defense boost.

Rank 2 - 2-card Water combos inflict Berserk. 2-card water blocks remove Paralyze.

Rank 3 - You receive an attribute boost to Strength, Skill or Energy.

You receive a signature move option.

Rank 4 - ✦ *White Water:* 2-card Water combos either inflict Cripple or remove Cripple.

Rapid Flow: 2-card Water combos either inflict Trick or remove Trick.

Drown Out: 2-card Water combos either inflict Drain or remove Drain.

Rank 5 - Expend Effect: You may expend a Water card to shift a Cripple, Trick, Drain or Surprise SE on yourself to Paralyze through cleansing in a sphere of pure water!

Rank 6 - Water combos receive a x1 attack boost and Water blocks receive a x1 defense boost.

You gain multi-activation for Water combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Water blocks receive a x2 defense boost.

Crashing Waves: 3-card Water combos and 2-card Water blocks inflict Wide Open and ignore Wide Open.

Relentless Tides: 3-card Water combos and 2-card Water blocks inflict Berserk and ignore Berserk.

Rank 8 - 4-card Water combos and 3-card Water blocks reflect your rank in damage.

Rank 9 - Expend Effect: *Once per battle* you may expend a Water card to quickly turn your body into liquid, letting all attacks pass through you! You increase your defense against a non-SM attack by twice the value of the card. Against an SM, you only increase your defense by 1/2 the value of the card.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Water technique flow with impossible grace and strength! Water combos receive a x1 attack boost and Water blocks receive a x1 defense boost.

5-card Water combos and 3-card Water blocks increase your defense by +5 and increase your powerup by 3 for the current and following round.

WIND

The Wind technique gives the shonen powerful air-themed abilities. Wind can cut as easily as a knife or be a nearly impenetrable barrier in the hands of a practiced shonen. Fighters with this technique can hurl blasts of atmospheric pressure and air, throwing their opponents all over the place!

Examples: Weather controlling witch; swordsman who's blades throw force-slices; spinning tornado-style fighter.

Rank 1 - Shonen with this technique blow their rivals off balance with huge gusts. Wind combos receive a x1 attack boost and Wind blocks receive a x1 defense boost.

Rank 2 - 2-card Wind combos inflict Wide Open. 2-card Wind blocks remove Drain.

Rank 3 - You receive an attribute boost to Speed, Skill or Energy.

You receive a signature move option.

Rank 4 - ✦ *Cross Current:* 2-card Wind combos remove either Trick or Hopeless.

Wind Walking: 2-card Wind combos remove either Paralyze or Hopeless.

Personal Whirlwind: 2-card Wind combos remove either Trick or Paralyze.

Rank 5 - Expend Effect: If your opponent is suffering from Cripple, Paralyze or Trick, you may expend a Wind card to increase your defense by the value of the card by blasting their attacks away with a gale!

Rank 6 - Wind combos receive a x1 attack boost and Wind blocks receive a x1 defense boost.

You gain multi-activation for Wind combos and blocks.

You receive a transformation unlock.

Rank 7 - ✦ Wind combos receive a x1 attack boost.

Hurricane Wall: 3-card Wind combos and 2-card Wind blocks inflict either Disarm or Paralyze.

Scatter Storm: 3-card Wind combos and 2-card Wind blocks inflict either Disarm or Trick.

Category 5: 3-card Wind combos and 2-card Wind blocks inflict either Disarm or Cripple.

Rank 8 - 4-card Wind combos and 3-card Wind blocks remove intense Drain.

Rank 9 - Expend Effect: *Once per battle* you may expend a Wind card to call down a huge tornado to engulf your enemy! Your opponent is inflicted with a special lingering SE, chosen from any SE that you can inflict with this technique. The SE persists until your opponent expends two cards that are ≥ the Wind card you activated this power with.

You receive a signature move option.

Rank 10 - Shonen who have mastered the Wind technique control the very air they breathe! Wind combos receive a x1 attack boost and Wind blocks receive a x1 defense boost.

5-card Wind combos and 3-card Wind blocks increase your defense by +5, and deal automatic damage equal to your technique rank to opponents suffering from Disarm.

SAMPLE WIND RESKIN

Let's try a really crazy reskin: turning Wind into Metabolic Vampirism.

The idea is a technique that lets the shonen disrupt and absorb the metabolic energy of their opponent. What is metabolic energy? Not sure, exactly, but let's say for the moment it's the basal energy produced by mitochondria that facilitates cellular function. Shonen can definitely be this far-out, so why not?

Anyway, the SE inflicting bonuses are all activated by touching the enemy and sucking out some of their mitochondria. The shonen can burn through these cells to remove SEs he's suffering from.

This is an excellent reskin example because it demonstrates that there are really no limits. Elemental Wind is *nothing like* Metabolic Vampirism conceptually! We just saw some mechanics that could be completely reimagined and went for it.

PASSIVE TECHNIQUES

What do the Passive Techniques represent?

Your passive technique represents how you train and gain your shonen powers.

In most shonen series there are call-outs to how the characters train or where they learned their skills. This is usually cosmetic and flavorful, because most shonen characters have the universal ability to throw down with *anybody* regardless of how they learned to fight. Precisely how a shonen has their power is a welcome character-building description.

Shonen Final Burst describes the most common ways that fighters gain their abilities and train them to peak power. However, we found that the methods of gaining shonen-level power are greatly dependent on the universe the game takes place in! So, we realize that the passive techniques will be reskinned even more than the active techniques. The descriptions of these techniques contain as many examples and explanations as possible.

What do Passive Techniques do?

The bonuses provided by the passive techniques are not like the bonuses from your active techniques. **The passive techniques don't have any cardplay activated bonuses.** This means that you will not receive any attack or damage boosts by making combos with your passive technique. You won't inflict any status effects with your passive technique either.

The passive techniques provide you with your **powerup** and **aura** scores. They unlock **signature moves** and **transformations**, like the active techniques. These techniques also control your **overpower limits**. Passive techniques also give the character unique bonuses, such as the ability to call-in more allies or activate additional gimmicks.

Importantly, these techniques allow you to perform **combo flow** with your active techniques. If you have combo flow with a technique, the cards of the passive technique suit no longer interrupt the order of the other technique cards. You may "skip over" passive technique cards to activate other technique cards even if they're not next to each other (as described above).

Passive techniques also provide a bonus called **powerup wildcard**. With this bonus you can powerup passive technique cards and use them for expend effects, signature moves and transformations as though they were cards of the proper technique.

Characters must choose which active technique they want to have combo flow or the powerup wildcard bonus applied to when they increase their passive technique rank. This is just like choosing bonus options with the active techniques. Each passive technique has enough of these bonuses to grant the character combo flow and powerup wildcards with all their active techniques by maximum rank.

So, even though the passive techniques do not provide cardplay bonuses, they are *absolutely essential* for successful fighters. They give you with the ability to power up cards and make combo construction easier. Passive techniques increase your overpower limits, which may directly increase your attack and defense. Finally, the unique bonuses from the passive techniques can turn the tide in an otherwise tight fight.

Passive Technique Bonus Information

You may only select one active technique to assign a combo flow or powerup wildcard bonus per bonus. The assignments you make are permanent for your current Arc.

Powerup wildcards don't change the **value** of the card, just the suit. Still, this bonus greatly expands the options you have when selecting what cards you may want to powerup into your aura. For example:

> You have a powerup wildcard bonus assigned to your hearts (♥) active technique and your diamonds (♦) technique. Sometime during the fight you powerup a 6♠ into your aura. Later on, when you want to expend a card from your aura or use a transformation or SM, you may change the 6♠ to a 6♥ or a 6♦.

These wildcards can be switched around whenever the player wants **as long as they are in their aura**. Once the wildcard is played or expended it is locked in as whatever suit the player declared. Once the card is locked into being another suit it gains any bonuses or effects that a natural card of that suit would have. For example:

> If you have an ability that lets you count all Fire cards as being valued one higher than their normal number, any wildcards that you turn into Fire cards gain this bonus too!

CONTROL POWER

This passive technique is for shonen who draw their energy from the basic power-source of their Universe. Consider the sources we frequently see in shonen series, such as ki or chakra. These power-sources are commonplace in many Universes and the majority of characters in those Universes can harness them. Characters with this passive technique take the idea of diligent training to heart — they're the classic hard workers, practicing every day and honing their arts.

The exact definition of this passive technique is going to depend on the Universe you play in. In *Galaxy Star X* this technique is called **Control Ki**. The fighters master their internal energy through intense martial training and harness it to fly and throw energy blasts!

In *Spiral Squire* this passive technique is called **Control Chakra**. Characters in this Universe train a variety of common elemental techniques and master complicated handsigns to channel their chakra properly. Chakra control lets them leap huge distances, fight with superhuman speed and strength, and even project elemental effects.

If you're playing in a magical high school Universe, this passive would be called **Control Magic**, while characters in a futuristic Universe with advanced robo-suits would use **Control Mecha**.

Control Power is the perfect passive technique for characters who want to have their powers come from hard work and training with the *most common* power-source of their Universe.

Rank 1 - Beginners with Control Power have been introduced to the basics of their Universe's power-source.

Your powerup score is 1. Your aura is 2.

Rank 2 - You gain combo flow with one of your active techniques.

You receive a signature move option.

Rank 3 - Shonen with this level of Control Power have begun to understand their body's natural ability to store and release energy.

You gain combo flow with one of your active techniques.

Your aura becomes 4, and you may retain one Control Power card in your aura between battles.

Additionally, the upkeep cost of your transformation is reduced by 1 PT, to a minimum of 1.

Rank 4 - You gain combo flow with one of your active techniques.

Your powerup score increases to 2 and your aura increases to 8.

You receive a transformation unlock.

Rank 5 - Shonen who achieve this level of power shape their internal energy to match their nature and fighting style.

You may now use your archetype power twice per battle, but never more than once on the same turn.

Your base overpower limits for all attributes increase to 22.

Rank 6 - You gain powerup wildcard for one of your active techniques.

You may now retain two Control Power cards in your aura between battles.

The upkeep cost of your transformation is now reduced by an additional 1 PT, still to a minimum of 1.

Rank 7 - Your powerup score increases to 3 and your aura increases to 16.

Your base overpower limits for all attributes increase to 26.

You receive a transformation unlock.

Rank 8 - You gain powerup wildcard for one of your active techniques.

Your powerup score increases to 4.

Rank 9 - You gain powerup wildcard for one of your active techniques.

Your base overpower limits for all attributes increase to 32.

You receive a transformation unlock.

Rank 10 - Shonen who have mastered Control Power are one with the fundamental powersource of the Universe.

All Control Power cards that you powerup are immediately available in your aura the same round.

You may now use your archetype power three times per battle, but never more than once on the same turn.

MYSTIC ARTS

This passive technique is for shonen who draw their energy from the study of an uncommon power-source in their Universe. Mystic Arts is the technique used by characters who are trained to use an esoteric and possibly complicated supernatural power-source. The exact definition of what is "mystical" is going to vary from Universe to Universe. The differences between common power-sources and uncommon power-sources are relative. For example, harnessing your internal ki is totally common in a high-powered martial arts series, but psychic powers could fall under the category of mumbo-jumbo in that Universe. Just like Control Power, Mystic Arts should be reskinned to fit the Universe, with names like Magic, Genjutsu, Kidou, ESP or whatever else you can come up with.

In *White* this passive technique is called **Enochian Magick**. Shonen with this technique might ignore direct training with her holy sword to instead develop their Words of Power and Miracles!

This passive technique is called **Genjutsu** in the *Spiral Squire* Universe. Genjutsu-using characters focus on the common elemental effects that all ninja know, but take it to the next level with forbidden techniques, advanced manipulations and illusion magic!

If you're playing in a magical high school Universe, this passive may be called **Super Martial Arts**, because that would not be a common thing to study at Blogwargs School of Witching. Likewise, characters in a futuristic Universe with advanced robo-suits may use **P-Type Power**, representing the newfound psychic abilities the next stage of humanity possesses.

So, Mystic Arts is the perfect passive technique for characters who want to have their powers come from hard work and study of an *uncommon* and *complex* power-source in their Universe.

Rank 1 - Beginners in the Mystic Arts have been introduced to the basics of their strange power-source. Your powerup score is 2. Your aura is 3.

Rank 2 - You gain powerup wildcard for one of your active techniques.
You receive a signature move option.

Rank 3 - Shonen at this level of Mystic Arts have begun to manipulate their basic techniques to produce new effects.
You gain combo flow with one of your active techniques.
Your aura becomes 6, and you may retain one Mystic Arts card in your aura between battles. Additionally, the upkeep cost of your transformation is reduced by 1 PT, to a minimum of 1.

Rank 4 - You gain powerup wildcard for one of your active techniques.
Your base overpower limits for all attributes increase to 22.
You receive a signature move option.

Rank 5 - Shonen who achieve this level of understanding have encyclopedic knowledge of their mystical abilities.
Your powerup score increases to 3 and your aura increases to 12.
Any Mystic Arts cards in your aura can increase their value to 6.

Rank 6 - All Mystic Arts cards that you powerup are immediately available in your aura the same round.
Your base overpower limits for all attributes increase to 24.
You may now retain three Mystic Arts cards in your aura between battles.
The upkeep cost of your transformation is now reduced by an additional 1 PT, still to a minimum of 1.

Rank 7 - You gain combo flow with one of your active techniques.
Your base overpower limits for all attributes increase to 28.
You receive a transformation unlock.

Rank 8 - You gain powerup wildcard for one of your active techniques.
Your powerup score increases to 5 and your aura increases to 24.
You may now retain four Mystic Arts cards in your aura between battles.

Rank 9 - You gain combo flow with one of your active techniques.
Your powerup score increases to 6.
You receive a transformation unlock.

Rank 10 - Shonen who have mastered the Mystic Arts are capable of rewriting the laws of the universe.
Any Mystic Arts cards in your aura can increase their value to 12.

FIGHTING SPIRIT

This passive technique is for shonen who draw their energy from burning passion and a will to survive, rather than any known power-source. There are also that really have no formal training at all. They may practice and become stronger, but they're not doing so in any measurable way, like by increasing a "power level" or learning new spells. They just *get better*. Characters like this are tapping into Fighting Spirit. Shonen with Fighting Spirit dedicate themselves to an ideal or goal and attain power just by crashing toward it headlong! The difference between a Fighting Spirit character and everybody else is that training and cultivating talent is *primary* for other shonen, but merely an *afterthought* for those with Fighting Spirit. Fighting Spirit should be renamed to fit the *character* rather than their Universe, usually reflecting the thing that drives the character; True Love, Dark Revenge, JUSTICE, or Manly Hot-Bloodedness are great representatives.

Saru D. Laffy, the arguable main character from *Big Treasure*, has this technique reskinned as **My Friends!** He's going to fight for his buddies and *you'll be damned* if you try to stop him. He may occasionally train with a master martial artist, but that's not the main measure of his power. He'll grow in strength naturally, fueled by the unstoppable desire to protect his friends!

Spiral from the *Spiral Squire* Universe uses this passive as well, named **Believe It!**. Spiral kinda sucks at Knightcraft and chakra manipulation, but he'll never give up on his goal of becoming a Grand Knight. This is what drives him and gives him power.

In any Universe you could have the **Girls Girls Girls** (or Boys Boys Boys) technique to showcase entertaining romantic passion. Maybe a character in a martial arts Universe has a version of this technique called **Righteousness**, to represent his over-reaching desire for justice and peace.

So, Fighting Spirit is the perfect passive technique for fighters who want to have their strength come from determination and character drive, rather than conscious training and cultivation.

Rank 1 - Fighting Spirit beginners have latched on to a core belief and draw power from it. Your powerup score is 2. Your aura is 3.

Rank 2 - You gain powerup wildcard for one of your active techniques.
You receive a transformation unlock.

Rank 3 - Shonen with this level of Fighting Spirit have unshakeable faith in themselves and their goals.
You gain powerup wildcard for one of your active techniques.

Your powerup score increases to 3 and your aura increases to 6. You may retain one Fighting Spirit card in your aura between battles. Additionally, the upkeep cost of your transformation is reduced by 1 PT, to a minimum of 1.

Rank 4 - You gain powerup wildcard for one of your active techniques.
Your base overpower limits for all attributes increase to 22.
You receive a transformation unlock.

Rank 5 - The Fighting Spirit of the shonen is so strong that it radiates from them at all times, invigorating friends and shocking enemies.
You gain one additional call-in for your allies each battle. You may not call-in the same ally twice.

Rank 6 - Your powerup score increases to 5 and your aura increases to 12. You may now retain two Fighting Spirit cards in your aura between battles. The upkeep cost of your transformation is now reduced by an additional 1 PT, still to a minimum of 1.

Rank 7 - You gain combo flow with one of your active techniques.
Your base overpower limits for all attributes increase to 26.
You receive a signature move option.

Rank 8 - You gain combo flow with one of your active techniques.
Your base overpower limits for all attributes increase to 32.

Rank 9 - You gain combo flow with one of your active techniques.
You receive a signature move option.

Rank 10 - Shonen who have mastered their Fighting Spirit cannot be stopped by anything in the universe.
Your powerup score increases to 6 and your aura increases to 24.
You gain one more additional call-in for your allies each battle. You may not call-in the same ally twice.

WEAPON MASTER

This passive technique is for shonen who subtly draw their energy from intense training and expertise, rather than any known power-source. All shonen characters have access to their internal energy, but some do not use their power in obviously supernatural ways. Weapon Master is the technique used by characters who dedicate themselves to physical and martial perfection without deliberately harnessing a power-source. Weapon Master can encompass rigorous training with a specific weapon, pushing the body to its limits, a martial art, or even perfection of the tactical mind! It can be renamed to fit the character's style and specific fighting form, such as; Four Sword-Style, Taijutsu Mastery, or The Art of War.

It's important to understand that even though the character doesn't subscribe to training his "inner power", it doesn't mean that he's at a deficit. Plenty of shonen martial artists have over-the-top weapon skills that are *not* directly powered by mystical techniques, such as slashing huge blades of force from their swords or punching at teleport-speeds. These are staples of the shonen genre: skilled people can do that and still not be part of the mystical power-level mumbo-jumbo crowd.

In the *White* Universe, Atsuno Crowley is a Weapon Master. He defines his passive as a combination of demon-hunting tactics and awesome gadget mastery. Atsuno still uses Spirit Energy, but he thinks of himself more as the perfect exterminator and has named this technique **Crowley Arts**, a shout-out to his lineage.

The character Jet from the *Spiral Squire* Universe has this technique as well. He's even worse than Spiral at chakra manipulation, so he just focuses on hand-to-hand martial arts. His version of this technique is called **Taijutsu**.

If you're playing in a magical high school Universe, this passive may be called **Fencing**, taken by a student who is horrible at magic.

So, Weapons Master is the perfect passive technique for shonen who want to have their strength come from dedication and serious training of their martial abilities, without any overt connection to crazy power-sources.

Rank 1 - Weapon Master aspirants have begun their laser-focused training. Your powerup score is 1. Your aura is 2.

Rank 2 - You gain combo flow with one of your active techniques.
You receive a transformation unlock.

Rank 3 - Shonen at this level of Weapon Master have become world-class ranked with their specialty.
You gain combo flow with one of your active techniques. Your aura increases to 4. You may retain one Weapon Master card in your aura between battles. Additionally, the upkeep cost of your transformation is reduced by 1 PT, to a minimum of 1.

Rank 4 - You gain powerup wildcard for one of your active techniques.
Your powerup increases to 2 and your aura increases to 8.
You receive a signature move option.

Rank 5 - The character's Weapon Mastery has reached human perfection. Any trick that could be done by a life-long practitioner can be picked up in a minute by the shonen.
Your base overpower limits for all attributes increase to 22.
You may feature one additional gimmick.

Rank 6 - Your powerup increases to 3.
You may now retain two Weapon Master cards in your aura between battles.
The upkeep cost of your transformation is now reduced by an additional 1 PT, still to a minimum of 1.

Rank 7 - You gain combo flow with one of your active techniques.
Your base overpower limits for all attributes increase to 26.
You receive a transformation unlock.

Rank 8 - Your aura increases to 16.
Your base overpower limits for all attributes increase to 32.
You gain powerup wildcard for one of your active techniques.

Rank 9 - You gain powerup wildcard for one of your active techniques.
You receive a signature move option.

Rank 10 - Shonen who are full Weapon Masters transcend the normal rules of battle, doing the impossible with ease.
Your powerup increases to 4.
You may feature one additional gimmick.

COMBAT!

The most prominent feature of the shonen genre is *unbelievably cool combat*. This chapter explains all the rules for fighting, even the ones we've gone over before. You'll find detailed explanations of battle terminology and tips to facilitate your fun. We've also made some combat examples to guide you through the full *Shonen Final Burst* battle experience step by step. The combat sequence presented below is the most basic version. There are some conditional steps that could occur in a fight, which we'll of course talk about in this chapter.

BASIC COMBAT OVERVIEW

Combat involves all the players, but each player battles in a separate one-on-one fight with their opponent. Combat progresses through a round-by-round cycle, with each pair of fighters taking turns in the spotlight describing their actions. Everybody gets to attack once per round, and damage is resolved before moving on to the next round.

--Start of the Round--

1.) **Draw Cards** – All players draw **5** cards from their personal deck and a *variable number* from the game deck based on their current level of damage. If a deck runs out, reshuffle the appropriate discard pile and resume drawing as needed.

2.) **Declare Attack** – Players decide which *attribute* they will attack with and tell their opponent what they must defend with, based on style.

3.) **Cardplay** – All players examine the cards they have drawn and consider which ones they will play for offense and defense, and if they'll power up any of the leftovers. *Combos* are offensive cardplay. *Blocks* are defensive cardplay.
   Cards are played *face down* in front of the player until both sides are ready to reveal the cards.

4.) **Attack vs Defense** – The value of each player's attack is compared to their opponent's defense.
   If the attack value exceeds the defense value, *damage* is dealt to the defender equal to the difference.
   If the defense value exceeds the attack value, no damage is dealt.

5.) **Damage and Effects** – Players move the marker on their *damage track* to record how much damage they received. Players also take note of any *status effects* and other bonuses or penalties that may have come from their attack or defense. All damage and effects are dealt simultaneously.

6.) **Describe the Action** – All players take turns narrating what happened during their attack and defense, helping the group imagine the amazing action. The order in which the players describe their actions doesn't affect the damage they suffer or any other effects.

7.) **Discard Cards** – Players discard all the cards they have leftover in their hands that they didn't use for making combos, blocks, or other cardplay.
--End of the Round--

COMBAT SETUP – WHAT THE PLAYERS NEED

First, everybody needs their character's personal deck and some space next to it for your discarded personal deck cards. The whole group (including the Producer) needs to share a game deck that can be easily drawn from with space next to it for discarding game deck cards. Decks are reshuffled after they run out, so remember to discard cards to the right piles.

Each player will need the character sheet of the fighter they are playing for the current combat, along with enough space to lay down cards for their offense, defense and powering up.

Everybody also needs a copy of the damage track and a moveable marker (such as a paper clip) to note their current damage. You will need a bunch of counters to represent Power Tokens, which will be collected as your character takes damage. You may also want some index cards or colorful notes to help you keep track of battle conditions, like status effects.

Finally, get some scrap paper and pencils for any math you have to work out, pair off with the player who is running your opponent, and save some room to jump around and wave your arms as you describe your over-the-top mega attacks!

DESCRIPTION AND TIMING

Describing Combat

Fights in *Shonen Final Burst* are meant to be imagined as though they were seen on a shonen TV show. While it's fun to sit around and play a tactical card game with your friends, we feel a lot of the enjoyment also comes from the players narrating the awesome stuff that their characters do!

When we talk about the "mechanics", we mean the nuts and bolts of the game system – the numbers, rules and value comparisons. When we talk about "narration", we mean the imaginative descriptions of what the characters do – what the attacks look like, sound like and feel like to the audience watching the shonen TV show.

Players have a lot of freedom with their *narration*. The *mechanics* dictate the outcome of their actions and tactics, though, like whether an attack hits or how much damage it does. These two facets work together to guide the description of a fight. Players should work with each other and the Producer to combine their descriptions into one flowing battle sequence. It's no good if some people aren't engaging their imaginations, or if someone is narrating stuff that completely ignores the mechanical outcomes. It's everyone's responsibility to help narrate a totally kickass shonen anime!

Timing in Combat

As mentioned before, most of the mechanical timing in combat is **simultaneous**. Importantly, all fighters receive damage at the same time; this means their actions do not interrupt each other's and it becomes possible to end a fight in a tie. However, although the resolution of the attacks is simultaneous, the actions of the *players* are not. That would be impossible! Everyone would be talking over one another and throwing cards around. So, players must take turns announcing their attacks, defenses, cardplay values, and many other mechanics. This doesn't mean that the player announcing their actions gains any special benefit, though. Everything resolves simultaneously and is then narrated for all the players' enjoyment.

Players can decide between themselves who declares their intended actions first. It may be wise to switch who declares first each round, if players think there is a tactical advantage to declaring actions later or earlier. The rules make sure there are no (or negligible)

advantages to the order of players declaring their mechanical values and actions, but you are free to institute a "turn order" if you feel it's necessary.

SETTING THE SCENE

The characters need to know who they're fighting, where they are fighting, and why. The set-up for a fight should be handled as though the whole group was describing a TV show. The players and Producer take turns fleshing out the scene and setting up each of the individual one-on-one fights that the PCs will engage in. Players should narrate how cool their character looks and what he is doing, while the Producer is mostly in charge of detailing the area the fight happens in and the description of the opponents.

The narration of the fight is just as important as the tactical cardplay! *Shonen Final Burst* is a game about a fictional shonen anime, so everyone's descriptions should try to bring that awesome world to life. Pretend there is an audience. The Producer will paint scenes of the locations and enemies, and the players will take care of their own character's descriptions. If you can imagine each fight as though you were watching a shonen show, then you're doing perfect.

Battle Conditions and Story Events

Scouting (see the Fights and Filler chapter) gives the players additional information about upcoming fights. Through these challenges they can get rough descriptions of their next opponent, whether or not they'll be fighting in a match with **battle conditions**, or if any important **story events** might happen.

This information is for the players; not necessarily their characters. This is called **metagaming**, which is when the *player* knows something that their character shouldn't and uses that knowledge to guide their actions. It's totally OK to metagame in *SFB*. Using confidential info from the Producer will allow all the players to make more interesting decisions in the game, like who should fight who, or who needs to go and save an ally, or who wants to take on a really tough opponent that'll probably defeat the hero.

Battle conditions are *mechanical* issues. These conditions are hazards and environmental problems in the fight, like holding a match in a confusing forest of mirror-trees or on the surface of an exploding planet. The characters in such a match would have bonuses or penalties applied to certain actions or stats because of the crazy place they're fighting in. Battle conditions are detailed in the Producer Section. Each battle condition usually has some conditions to end its effects. For example, a forest of mirrors can be shattered by the fighters to get rid of its mesmerizing illusions.

—REIKO HELPS SCOUT A FIGHT WITH HER SPIRIT-SCANNING—

Story events are *narrative* issues. These are created by the Producer to move the plot along or make devious tricks and twists. Story events are problems like having an ally kidnapped, the shonen separated, cities blown up, and other nasty stuff. These events are narrative, so they do not apply any mechanical bonuses or penalties. Story events are almost always highly melodramatic and over-the-top. Because of this, **the outcome of a story event always waits until the end of a battle**. If the villain has a demon-bomb counting down to destroy the city, then you can *bet* that the timer won't end until either the PC or enemy is victorious. Likewise, kidnapped, poisoned or dying allies won't meet their final fate until the fight is decided.

When a character successfully scouts an upcoming match, the Producer must tell the player about any battle conditions or story events.

BASIC COMBAT STATISTICS

Here are some of the statistics that characters will use in combat and the basic rules for attacking and defending.

Attributes

Characters have five attributes; Strength, Speed, Skill, Mind and Energy. These attributes are given a value from 1 - 100. The attributes provide the base values for your attack and defense. When you attack or defend you will add the value of an attribute to the value of your cardplay.

> **Important Reminder:** The **overpowered limit** of an attribute determines the maximum value the attribute can contribute to an attack or defense. The base overpowered limit is 20, and this increases based on a character's passive technique rank and gimmicks.

Style

Characters have a unique style which determines what attributes their opponent must defend with when they are attacked. The attacker chooses which attribute to attack with, but the defender does not choose what attribute to defend with.

Cardplay

Players use cards from their hand to increase their attack and defense. All the cards have a suit (♠,♥,♣,♦) and a number (1-10). The numbers are the value of the card. 1s (Aces) are the lowest value and 10s are the highest. The suits represent your techniques. If you match enough cards and suits properly during cardplay you will get extra bonuses based on your techniques. There are two main kinds of cardplay: *combos* and *blocks*.

Combo

Combos are *offensive* cardplay that add to your attacking attribute. You may play one combo per round. Combos are constructed from two to five cards with values in direct sequential order. When you make a combo you add the values of all the cards together for a total, which is then added to your attacking attribute. If you cannot make a combo you still attack with only the base value of your attacking attribute.

Blocks

Blocks are *defensive* cardplay that add to your defending attribute. You may play one block per round. Blocks are constructed from two to five cards which all have matching values. When you make a block you add the values of all the cards together for a total, which is then added to your defending attribute. If you cannot make a block you still defend with only the base value of your defending attribute.

Attack

Your attack is the final total value of your attacking attribute, your combo, and any additional bonuses from techniques.

Defense

Your defense is the final total value of your defending attribute, your block, and any additional bonuses from techniques.

Damage

The damage you *inflict* on your enemy is the difference between your final attack total and their final defense total, plus any additional bonuses. The damage you *receive* from your enemy is the difference between their final attack total and your final defense total, with bonuses.

Combos must contain between two to five cards in sequential order. Add the numbers on the cards together for the final combo value.

4 + 5 = **9**

4 + 5 + 6 = **15**

3 + 4 + 5 + 6 = **18**

3 + 4 + 5 + 6 + 7 = **25**
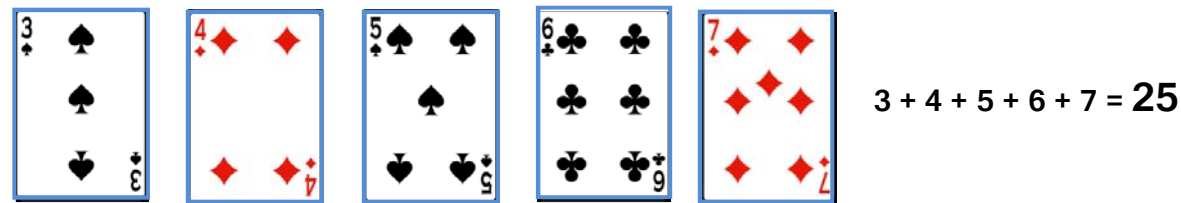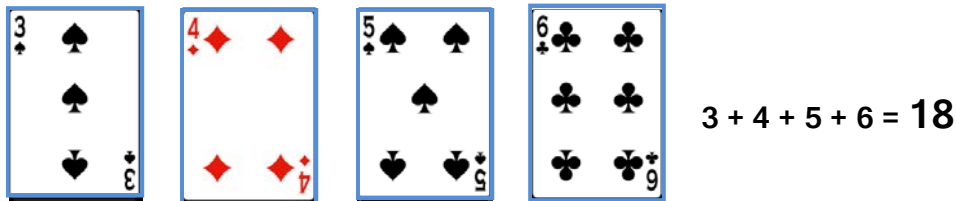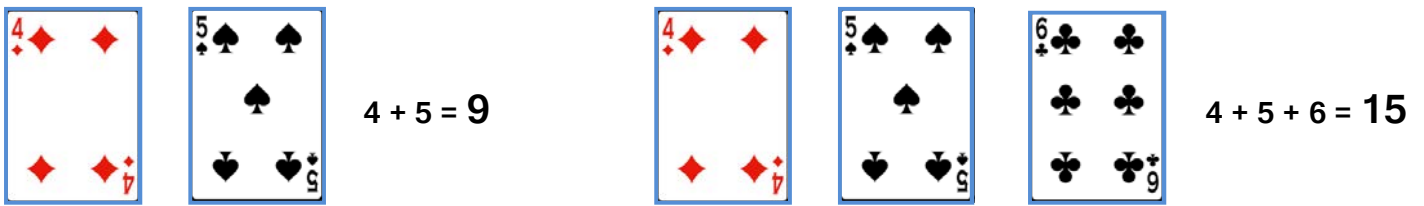
Cardplay Example: Blocks

Blocks must contain two to five cards of matching value. Add the numbers on the cards together for the final block value.

5 + 5 = **10**

5 + 5 +5 = **15**

How Do I Attack?

To attack, tell your opponent which attribute you are attacking with and which attribute they must use to defend, based on your Style. You will attack once per round, every round.

You will then try to play cards from your hand as a *combo* to increase the base value of your attacking attribute. If you can't make a combo you attack with your base attribute value.

How Do I Defend?

To defend, your opponent will tell you which attribute you must use, based on their Style. You will defend once per round, every round.

You will then try to play cards from your hand as a *block* to increase the base value of your defending attribute. If you can't make a block you defend with your base attribute value.

What About Being Hit and Damage?

If an attack value exceeds defense it hits and will inflict *damage* equal to the difference. An attack value that is less than (or meets) the defense value does not hit or inflict damage. Attacks that hit may also inflict addition penalties, like status effects. Attacks that do not hit cannot inflict status effects.

When you take damage you record it on your damage track by moving your damage marker a number of spaces equal to the damage you received. Taking damage eventually leads to the end of the fight — whichever fighter passes a certain damage number first is declared the loser. Taking damage also increases your power, though. By taking damage you get to draw more cards and collect power tokens, which ratchet up the awesome shonen action!

MOVEMENT

There are no tactical movement rules in *Shonen Final Burst*. Movement and maneuvering are merely part of the players' descriptions. Feel free to narrate huge sky-spanning battles over massive canyons and broken cites, or tight matches held on an island in the middle of a volcano.

Likewise, there is no mechanical range or distance limits to attacks. As the fighters work with each other to describe their battle, bear in mind that they'll have to do some **playing along**. Even if a character is hiding or described as really far away, their opponent will always be able to declare and attempt attacks on them.

DAMAGE AND THE DAMAGE TRACK

Each character has a damage track which represents how much punishment they can take before being defeated. The damage track is the same for each character; "tougher" fighters do not have longer tracks and "weaker" shonen don't have shorter tracks. Everyone is capable of taking the same amount of damage before losing.

The amount of damage you can take before losing is decided at the beginning of the battle. The Arc may call for a fight set up like an honorable duel, for example. The characters involved would fight for a shorter period of time because they are only battling to first blood. On the other hand, some fights can only be resolved if somebody gets taken out of commission, or dies! Shorter fights will have a smaller maximum damage each fighter can take, like 50 or 100 for example. Longer fights have a higher maximum, such as 190 or even 201. Both fighters in a battle always have the same damage limit.

The damage track is divided into levels that correspond to different severities and these sections are used to determine how long and how serious a fight will be. Damage isn't just a number; it's also something that's described by the players. The lower levels have less deadly descriptions than the higher levels. When a fight gets into the higher damage levels, players and enemies can start narrating really nasty attacks that draw blood, sever limbs or crush organs. Fights between shonen often start small and quickly escalate in seriousness. This is because **shonen gain power when they're beaten up**.

Although taking damage eventually leads to the end of the battle, the characters receive huge power ups as the fight continues based on how much damage they've received!

HIDING STATISTICS

A lot of the tension and excitement comes from not knowing exactly what your opponent is capable of. This is mostly done by placing your cards face down to hide their values. There are also some other statistics that can be hidden from your opponent too.

Players can (and should) hide:
- Attribute values
- Combat Style
- Techniques and ranks
- Powerup score
- Allies and Gimmicks
- The exact nature of their SMs and transformations

Players are encouraged to pay attention during a fight to figure out their opponent's capabilities. There are also abilities that allow characters to find out about these normally hidden statistics.

However, there are some things that everyone can see and cannot be hidden or lied about:
- Current damage
- Status effect conditions
- Number of power tokens
- Number of powered up cards in the aura (although you can hide the values of the cards by turning them face down!)

So, there is a lot of hidden info for each fighter. However, because this is shonen, most (if not all) of that data is eventually going to be revealed. What's the point of having over 9000 Strength if nobody can scream about it?

The Damage Levels

There are five damage levels, ordered by severity.

- ○ **Property** (1-50)
- ○ **Cosmetic** (51-100)
- ○ **Serious** (101-150)
- ○ **Deadly** (151-200)
- ○ **Final** (201+)

Each of these levels has fifty (50) damage points, with the exception of the Final category, which has only 1.

The damage track as a whole goes from one (1) to two hundred and one (201). Each level of damage has its own horizontal track, starting with property damage. You can find the damage track in the Appendix!

What do the Damage Levels Represent?

One of the main parts of the *Shonen Final Burst* battle system is describing your attacks and defenses as though you were watching a shonen anime series starring your character. The damage levels are there to help you describe what kind of mayhem and consequences happen during the fight. Players should describe the damage they inflict (or suffer) based on the damage level they are currently fighting in or a lower category.

PROPERTY damage is the first level. Attacks at this level blow up the scenery and surrounding area. The fighters can get knocked straight through buildings, causing slight scuffing, but nothing more serious. Oh, the building gets *wrecked*, of course. That's the fun part. Energy beams get deflected into mountains, huge inertia-cancelling blocks cause craters to blossom beneath the fighters, windows get blown out, high schools get demolished, and so forth. Property damage is not inherently dangerous to shonen – it's big and flashy and tons of fun to describe, though!

COSMETIC damage is the second level. Attacks at this level nick, muss, bruise and otherwise directly affect your enemy. There is always a moment in a shonen fight where somebody gets a shot in that snips off a bit of hair, slices through a uniform, or grazes the cheek to draw blood. Now the fighters know that they are playing for keeps! Attacks at this level are carefully blocked, dodged or absorbed by the defender as they try to figure out the exact limits of their enemy.

SERIOUS damage is the third level. Attacks at this level are solid attacks that finally break through your opponent's defenses and visibly harm them! Not a lot of clinical injury actually occurs in the previous categories; that all changes in the serious damage level. Now the fighters are totally trading body blows, breaking noses, getting in clean slashes, and landing solid energy

-RULIEL IN THE COSMETIC DAMAGE CATEGORY-

blasts. Serious damage is the kind of hurt that would send a person to the hospital, but it's survivable.

DEADLY damage is the fourth level. Attacks at this level are about ending the fight, either through knockout or death. The damage dealt at this level can be visually horrific, such as punching nearly all the way through a person's gut, chopping off a limb, or huge catastrophic energy blasts and the like. It can also be represented by devastating submissions and colossal knockout blows. Not all shonen take life, after all.

FINAL damage is the special fifth level. Fighters in the final damage level are on their absolute last legs and any further damage will defeat them. It's possible for characters to die or be permanently injured after taking final level damage, *if it's appropriate to the story*. Final damage can just as easily be a really ferocious (and total) knockout. So, the attacks and defenses at the final level are the most severe and desperate maneuvers. The Final damage level is usually reserved for big and important parts of the Arc, like fights between bitter rivals, battles against insane fanatics, or throwing down with the major lieutenants of the villainous Boss.

The Final damage level has a few special rules:

First, the final damage barrier at 201 cannot be overcome by unstoppable damage. Unless a rule explicitly states otherwise, no amount of damage can go over the final barrier at all. It is an absolute wall.

Second, healing effects cannot be used once you're in the final damage category. Unless a rule explicitly states otherwise, no healing effects can be used to heal out of

the final damage category. The shonen is already beyond the point of no return!

Third, if both fighters are in the final damage category in the same round, the fight can't end in a tie. Whichever fighter does the most damage in that last desperate attack is declared the winner.

Remember, damage descriptions can incorporate lower levels of damage too. Costumes can be progressively destroyed well past the Cosmetic level, and Property damage is always fun! Feel free to throw enemies through *planets* at Deadly level if your Universe operates at that power scale. It's all about being awesome!

Taking Damage

When you receive damage you move your marker higher up the damage track a number of points equal to the damage taken. Each point is numbered so you can count the spaces easier.

On the damage track you'll notice there are some spaces that have **heavy borders**; these are called **barriers**. Barriers are extremely important and help control the flow of the fight. There are six barriers on your damage track: one very close to the start, one each at the end of the various damage levels, one very near the end of the deadly level, and a special barrier right at the final damage level.

When you count up your damage, **stop moving the marker when you reach a barrier**. The marker comes to rest on the barrier space and doesn't go any further, regardless of the amount of damage the attack inflicted. For example:

> Rose's damage marker is currently on 37. She suffer an attack that deals 25 damage. Her player begins moving the marker up 25 spaces, but encounters the barrier at 51. He stops counting up the damage and leaves the marker on space 51. Basically, he should have moved the marker all the way to 62 (37 + 25 = 62), but the barrier stopped him from counting past it! Rose avoided taking 11 extra points of damage because of the barrier.

The following round you count up damage as normal, starting from the space with the barrier.

Characters only suffer one instance of damage each round, barring special rules. There's only one attack and only one defense, so there's just one damage total. This is important to remember when dealing with barriers. Any rules or bonuses that increase attack or damage just add to the total values; *they do not constitute separate attacks* for the purpose of overcoming barriers. Similarly, while a player can describe an attack as a

thousand lightning-fast sword slashes, by the rules that is just *one attack*.

What do Barriers Represent?

The barriers represent the minor breaks in action that naturally occur during intense shonen fights. The barriers are there to keep characters from being totally destroyed in a few attacks flat by powerful enemies. They also provide good moments to pause in a fight in case of a session-break or to shift the focus to another pair of fighters (depending on how all the fights are being run by the group). Since the barriers give you some breathing room, they're excellent reminders to get some roleplaying in during the fight!

Special Kinds of Damage

As mentioned in the Techniques chapter, there are a few bonuses that provide special damaging effects.

Unstoppable damage is a special type of damage that breaks through barriers. An amount of damage from a successful attack **bypasses the barrier** equal to the value of the unstoppable damage bonus. Note that this isn't *extra* damage; unstoppable damage doesn't actually increase the total damage or attack — it just allows some damage to bypass a barrier. If you ever deal more unstoppable damage than regular damage, reduce the unstoppable bonus value to match the regular damage. Here's how it works:

> Shiro gets hit by an attack dealing 22 damage, with 4 unstoppable damage. His current damage is 144, and there is a barrier at 151. His player would move the damage marker to the barrier at 151 and then take 4 additional points of damage, the value of the unstoppable damage! At the end of that round Shiro's damage marker would be on 155.

> Later on, Shiro strikes Izuun with an attack that deals 7 damage, with 10 unstoppable damage. He can't inflict more unstoppable damage than his regular damage, so that unstoppable bonus is reduced to 7. Izuun's current damage is 148, and there is a barrier at 151. He would move his damage marker to 151 and then proceed to take 4 more points past the barrier, which totals up to 7 damage. At the end of the round Izuun's damage marker would be on 155.

Automatic damage is a special type of damage that hurts an opponent even if they successfully defend against an attack. Automatic damage actually does two things: first, it provides conditional damage if the attack is unsuccessful. Second, it increases the normal damage of a successful attack by its value. For example:

Crow attacks Spiral with a value of 16, and 5 automatic damage. Spiral defends with a 20, which means Crow's attack was unsuccessful. Spiral still receives 5 points of damage from your automatic damage, though!

In a later round Crow attacks Spiral with a value of 22, and 6 automatic damage. Spiral defends with an 18. Crow's attack is successful, so his automatic damage just adds onto the normal damage he deal. Crow would deal 10 damage with this attack (4 + 6 = 10).

Automatic damage can sometimes be dealt from multiple sources in one round, like a successful combo technique activation and a separate block technique activation. In these cases, add the automatic damage values together for one total to apply to your attack.

Automatic damage **does not bypass barriers**. Treat it like normal damage when inflicted on a miss.

Reflection and **reflected damage** follows all the same rules as automatic damage, with the additional bonus of reducing incoming damage. So, when applying reflection, reduce your opponent's final damage by the reflection value and deal an equal amount as automatic damage, following all the normal rules for automatic damage.

Damage Track Bonuses

The damage track has a series of numbers in boxes that help you keep track of your current damage level. Some of these boxes are barriers (heavy borders), and others have an **icon** above them. You'll also see that each track has a bonus indicated by an **arrow** and the phrase "**Draw 1**", or some other number.

These icons and arrows indicate the bonuses you receive for taking damage! The most important bonuses are the **"Draw #"** types indicated by an **arrow**. These bonuses allow you to **draw a number of cards from the game deck every round** while you are in a particular damage category. The arrow will indicate where the bonus first begins, and it extends all the way to the end of that horizontal track.

So, the more damage you receive, the more cards you can draw from the game deck! Once you've reached the first barrier at space 10 you start drawing 1 card from the game deck each round, in addition to the 5 cards you always draw from your personal deck. After you've taken damage up to the barrier at 51 and you're in the cosmetic damage category, you may draw 2 cards from the game deck each round, and so on for the other damage levels.

Also, if you **talk trash** after reaching a barrier you **increase your draw bonus by 1** for the whole damage level. For example:

If you engage your enemy in some cool verbal back-and-forth after the first barrier you'll start drawing 2 cards from the game deck for the duration of the time you're in the property damage category. If you forget to talk trash after you enter the next level you'll just draw 2 cards, which is the normal bonus for that level. If you then pass the serious damage category barrier and remember to do some witty repartee, you'll draw an extra 4 cards all the way through that damage level, because the basic bonus is 3.

TRASH TALK AND STORY

Effective and entertaining trash talk isn't just saying "you suck" to your opponent — you have to engage them in conversation. "Trash talk" is all kinds of mouthing off during a fight, including stuff like swearing to defend your friends!

The mid-battle trash talk session is one of the major ways the story gets revealed, too. Villains announce their plans in grandiose monologues, heroes reveal their secret training methods, misunderstood fighters declare their honorable reasons for the beatdown, and everybody gets to act pretty damn cool in general.

Fighters should also talk about *why* they're fighting in the first place. This helps build backstory for all the involved characters, especially the NPCs (who don't have lots of non-fighty screen time). Trash talk is the perfect time for an NPC opponent to reveal his reasons for fighting, such as having a family member held hostage by the villainous Boss, or that he's been misled about the PCs intentions. Or he could just be a bastard...

At least the audience will know a little about him after that, even if it's only a tidbit!

This bonus also applies to the barrier on the Deadly damage track at 190 and the Final damage barrier at 201. Telling your enemy that you'll never give up (or any other engaging trash talk) at this point will further increase the draw bonus for that category by 1!

The yellow **"P"** explosion icons are **Power Tokens**. When you pass over or land on a power token (PT) icon you collect 1 PT at the end of the round. Since you collect the PT at the *end* of the round you cannot use them until the next round. PT are not discarded at the end of a battle. Characters are expected to collect PT

fight-by-fight to pay for extremely powerful signature moves, training and transformations later in the Arc.

HEALING

After Combat

Players reset their damage marker to 0 once a battle is over. So, all characters in all battles start at the same fresh damage point. But, does that mean the character is healed?

Not necessarily. You can decide for yourself if your character is magically healed between battles, or if he goes on to the next fight barely holding on to life. This is a narrative preference, and it's totally radical either way. No matter what, all the characters will start the next fight at 0 on the damage track, whether or not your PC is described as having suffered 50 gallons of blood-loss or is in perfect health.

During Combat

There are some archetype powers and ally call-ins that heal damage during a fight. To heal you simply move the damage marker back a number of boxes equal to the value of the healing. Healing can only occur before any damage is tracked or after all damage is tracked. More details on healing-timing are below in the "Archetype Powers, Allies and Expend Effects" section.

Unless specifically noted, **healing doesn't go past barriers**. You stop the marker on the barrier just as you would for taking damage. However, if an effect allows healing to bypass a barrier, keep counting down! The next time you receive damage the marker will stop at the barrier, as usual. Effects that heal past barriers are therefore very rare and powerful.

Power tokens are not "restocked" if you heal back past them. You can only collect those bonuses once per fight.

Players that heal down into a lower damage category keep their highest draw bonus. Players do **not** get another draw bonus from trash talking if they heal past a barrier and reach it again. That extra boost only happens once per barrier.

WIN, LOSE OR DRAW

As mentioned above, the first fighter that exceeds the Producer-set damage limit loses the fight. The other character is the winner. Due to the simultaneous nature of damage, matches can also end in a draw.

The consequences of winning or losing are mostly story related. Important **story events** are sometimes tied to winning or losing a fight. If the players scout a fight then the Producer must inform them if any events exist and the conditions for setting them off.

The winner of the fight can usually declare if their opponent is knocked out, captured or just left for dead. Death and killing is covered later in the Producer Sections. Basically, players shouldn't worry about being killed if they lose a fight. Players can occasionally kill enemies if the fight went up to the Final damage category.

When a player loses a fight they may be temporarily inconvenienced, such as being punched over a mountain range or locked in a maze. This is not the end of their story! Losing a fight leads to a filler section which then leads to another fight; you're not out of the game just for losing.

Shonen are going to lose fights — it's part of the genre and the mechanics make battles (hopefully) very tight. When you get put down just go along with it and struggle to get back up again. You'll always have the chance to get back on your feet.

Oh, and characters can forfeit a fight too, if they like. There are no mechanics for giving up; one side declares that they voluntarily lose and then they deal with the consequences. The Producer may have some good ideas for NPCs giving up to get closer to the PCs; heck, the players might have similar plans too! We'll leave it to the individual Producers to decide how to play it out.

LET'S TAKE A TV BREAK

Next up you'll see an example battle featuring what we've learned so far. This should help you absorb all the shonen goodness. After the match we'll continue on page 79 with some more juicy rules, like technique activation, status effects, powering up, and all kinds of special abilities! At the end of this chapter we'll treat you to another example fight with all these rules integrated.

Alright, grab a snack and crank up the volume! It's time for an awesome episode of *White*!

BASIC COMBAT EXAMPLE

This example uses the starting statistics for brand new characters. Since this is just a basic combat example, you won't see any technique information. This is a perfect way to get used to basic attacks and defenses, as well as how to take damage.

SHIROSAKI SANSHIRO

VS

ATSUNO CROWLEY

While walking home from school Shirosaki Sanshiro is confronted by the new transfer student, Atsuno Crowley! Atsuno thinks he has sensed evil energy inside Shirosaki and must uphold the ancient duty of the Crowley family and destroy all demons! Their argument inevitably comes to blows…

Quick Battle Statistics

Shirosaki

Attribute	Value	Overpower Limit	Attacks (based on Style)
Strength	13	20	Skill
Speed	27	20	Energy
Skill	10	20	Mind
Mind	5	20	Strength
Energy	7	20	Speed

Atsuno

Attribute	Value	Overpower Limit	Attacks (based on Style)
Strength	7	20	Strength
Speed	7	20	Energy
Skill	9	20	Speed
Mind	21	20	Skill
Energy	17	20	Mind

ROUND 1

The players draw 5 cards from their personal decks and 0 cards from the game deck.

Shirosaki draws: 1♠, 2♣, 5♠, 8♦, and 10♦.

Atsuno draws: 3♦, 4♥, 8♥, 9♠, 9♦.

The players now declare which attribute they will attack with and what their opponent must defend with. The players do not know the values of their enemy's attributes or their enemy's combat Style. As the fight goes on they can take notes or try to remember those values – fighters do not get to look at each other's character sheets.

Shirosaki declares that he is attacking with Speed; according to Shirosaki's Style, Atsuno must defend with Energy.

Atsuno declares that he is attacking with Mind; according to Atsuno's Style, Shirosaki must defend with Skill.

Next they consider their cardplay simultaneously. This is early in the fight, so they are only drawing the minimum amount of cards. As the battle ramps up they will draw more and more, and therefore have better cardplay options.

Although the example below describes Shirosaki first, both players are considering their actions and finalizing their card choices at the same time.

Shirosaki will make a combo from 1♠ and 2♣; those cards are in sequential order. It's the only combo he can make, actually.

Shirosaki does not have the right cards to make a block this round; nothing matches. He doesn't have any cardplay for defense and will just defend with his base attribute value.

Shirosaki takes the two cards for his combo out of his hand and places them face down in his combo area. His opponent can see that he has a combo and that the combo has two cards. He doesn't know exactly what they are, though.

Atsuno will make a combo from 3♦ and 4♥; those cards are in sequential order. He could instead make a combo from 8♥ and 9♠, but chooses not to.

Atsuno will make a block from 9♠ and 9♦; those cards have matching values. He decided to make a block with these cards rather than make a higher valued combo — Atsuno is being defensive.

Atsuno takes the two cards for his combo out of his hand and places them face down in his combo area. His opponent can see that he has a combo made from two cards, but he doesn't know their exact value. Atsuno does the same for his block, placing his cards in his block area.

Both players agree that they're done with their cardplay and reveal their combos and blocks.
Both players take a moment to calculate their attack and defense values.

Shirosaki is attacking with Speed, which has a value of 27. The maximum attribute value he can apply to his attack is 20, though. He played a combo of 1♠ and 2♣, which adds up to +3. Shirosaki's total attack is **23** (20 + 3 = 23).
Shirosaki is defending with Skill, which has a value of 10. He did not play a block, so his total defense is just **10**.

Atsuno is attacking with Mind, which has a value of 21. The maximum attribute value he can apply to his attack is 20, though. He played a combo of 3♦ and 4♥, which adds up to +7. Atsuno's total attack is **27** (20 + 7 = 27).
Atsuno is defending with Energy, which has a value of 17. He played a block of 9♠ and 9♦, which adds up to +18. Atsuno's total defense is **35** (17 + 18 = 35).

Both players will now compare their attacks and defenses and calculate damage. All damage is dealt simultaneously, so it doesn't matter who finishes their calculations first. The players just take turns offering numbers as they see fit.

Shirosaki's attack was 23 total against Atsuno's defense of 35. The defense is higher than the attack, so **no damage** is dealt to Atsuno.
Atsuno's attack was 27 against Shirosaki's defense of 10. The attack is higher than the defense so Atsuno does the difference in damage to Shirosaki! That would be **17** damage (27 − 10 = 17).

Shirosaki's player starts moving his damage marker to "17" on his damage track, but he reaches a barrier at 10! He stops counting up the rest of the damage and leaves his marker at 10. When he takes damage next round, it will count up from there. Also, Shirosaki has taken enough damage to start drawing extra cards from the game deck next round. He'll have a slight advantage over Atsuno for a bit, even though he took the first damage. He'll get an even bigger advantage if he trash talks Atsuno between rounds!

The players now take turns describing the opening attacks of the fight. They will try to visualize the outcome of the attacks and defenses based on the attributes they used and the damage level they are currently in. Shirosaki will describe an attack based on his Speed, and Atsuno will describe based on his Mind. They are both in the property damage level, so nobody is going to narrate cutting each other's heads off or anything; the area they're fighting in will probably get trashed, though. The players can narrate their actions in whatever order they feel works better for the story and makes the fight scene looks cooler (as seen combined below). They then discard any leftover cards and prepare for the next round. Shirosaki remembers to trash talk Atsuno for his extra card drawing bonus.
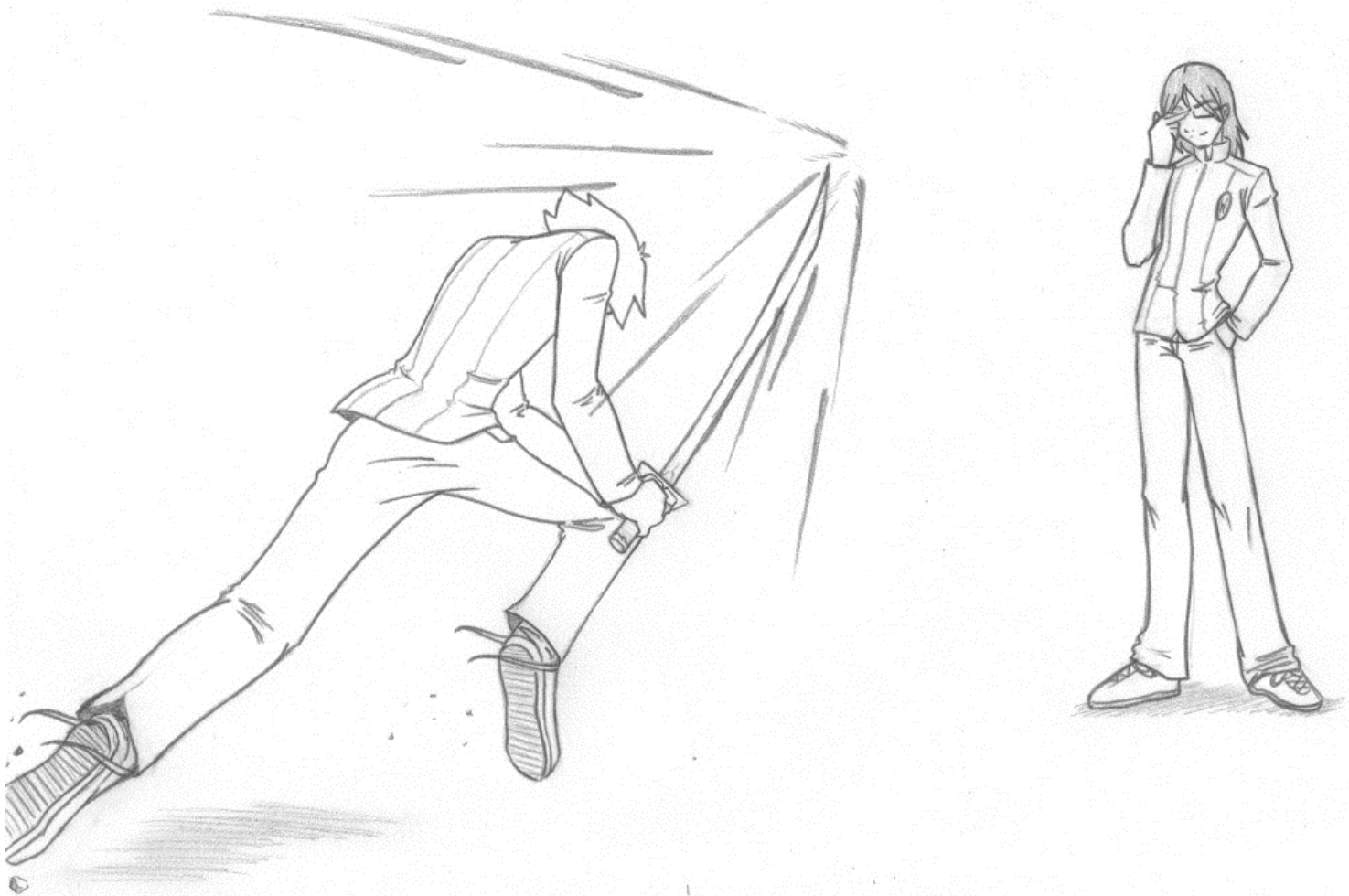
As Atsuno is busy declaring that he must purify Shirosaki of demonic evil, Shirosaki tells him to get lost and turns to walk away… right into a tripwire! A series of holy-powered landmines blow up in Shirosaki's face, scuffing his uniform. Atsuno keeps rambling while Shirosaki calls his angelic sword to his hand and zips behind Atsuno faster than the eye can follow! His sword strikes swiftly but is repelled by a mysterious floating circle of magic; a Crowley rune that defends Atsuno's back! Shirosaki sizes this new student up and realizes that he's in for a serious brawl, but maybe there's been a misunderstanding… Shirosaki tries to bait Atsuno with some expository trash talk: "You're nuts! What makes you think I'm a demon?! I just killed one last night — so you better stay out of my way, new guy!" Atsuno just smiles smugly and adjusts his glasses.

POWERUP AND AURA

All shonen have the ability to gather extra power while they fight and store it away to use later. Gathering that power is called **powering up**, and characters have a **powerup** score that shows how much energy can grab at once. Fighters store that energy in their **aura.**

How to Powerup

A player can take cards from their hand **that are not being used in combos or blocks** and power them up. A character can powerup a maximum number of cards each round equal to their powerup score. If you have a powerup score of 4, you may powerup up to 4 cards, for example.

You may powerup cards during the **cardplay step**, when you're considering which cards to use for your combo and block. Any cards you want to powerup must be set aside by the time you reveal your final cardplay.

Cards that are being powered up go into the aura, but they are **not fully powered up until the next round**. Powering-up cards should be placed face down or sideways to show that they are not ready for use yet. At the beginning of the next round (as soon as cards are drawn) the cards are available for use.

The Aura

A character's aura determines how many cards they can have powered up. You cannot have more cards powered up than your aura value. If you have an aura

of 5, you can have up to 5 cards ready for use in your aura. If you somehow have more cards in your aura than is allowed, choose cards to immediately discard (without effect) until you are within your maximum allowance.

All cards are removed from the aura at the end of the fight, unless an ability says otherwise.

What to do with Powered Up Cards

Characters use powered up cards to **launch signature moves**, activate **expend effects** from techniques, and **transform**. Some of these maneuvers require cards of a specific value or higher. Some of these powers require multiple cards, or cards of a certain technique.

Powerup and Aura Numbers

A character's powerup score and aura are determined by their **passive technique and rank**. Increasing your passive technique rank will increase your powerup and aura.

Imagining Powering Up and the Aura

Powering up is a time-honored tradition in the shonen genre. It's almost always accompanied by a battle cry, grunt of exertion, or even just screaming! Powering up in certain Universes is a noticeable thing – rocks start flying around, windows shatter, and all kinds of crazy lightshows can go on. Then again, some fighters quietly store up energy bit by bit without theatrics.

A character's aura can also be a measurable or visible thing depending on the shonen Universe. In many series there are fighters that glow with power when they're pumped up on energy. Make sure to describe some additional special effects when you totally fill your aura!

TECHNIQUE BONUSES AND ACTIVATION

The Techniques chapter contains the detailed rules for activating techniques and receiving bonuses, but here is a quick revisiting of those mechanics as part of the full combat system.

Technique Basics

Techniques are shonen superpowers, such as the ability to control Fire, create Illusions, or move at Hyper Speed.

Techniques are assigned to the four card suits: spades (♠), hearts (♥), clubs (♣), and diamonds (♦). The suit of spades (♠) is reserved for the character's passive technique, and the other suits are assigned to the characters active techniques.

Characters get bonuses to their combat statistics if they play multiple cards of the same suit in a combo or block. This is called **activating** a technique. Characters with higher technique ranks have better bonuses. The power of the bonuses are also based on the number of cards you activate. Bonuses that activate with two cards are called **2-card** bonuses; activating 3 cards provides a **3-card** bonus, and so on up to **5-card** bonuses.

Activating a card bonus activates **all** combo or block bonuses of the same activation value and also activates all the lower numbered card bonuses for that technique. So, if you activate a 2-card combo bonus for Fire you will activate *all* the 2-card combo bonuses for Fire that you've unlocked based on your technique rank. If you activate a 4-card combo bonus for Fire you will also activate *all* the 3-card and 2-card combo bonuses you've unlocked for the Fire technique!

The bonuses you gain from activating techniques include **attack boosts**, **defense boosts** and **damage boosts,** inflicting **special kinds of damage**, the ability to **inflict status effects**, or the ability to **remove status effects,** among other things.

Activating in Combos

The matching technique cards must be sequential and contiguous in the combo. For example:

> Playing a combo with 4♦, 5♦, and 6♣ activates the technique assigned to diamonds (♦), specifically the 2-card bonuses for diamonds because there are two diamond cards next to each other. Playing a combo with 3♦, 4♦, 5♦, and 6♣ would activate the 3-card diamond technique bonuses, because there are three cards sequentially with diamonds. However, playing a combo of 4♦, 5♣, and 6♦ would not activate the diamond technique (or any technique), as the cards with matching suits are not contiguous.

Activating in Blocks

All cards with matching suits activate for the bonus. For example:

> Playing a block with 5♣, 5♣, and 5♥ would activate the technique assigned to clubs (♣), specifically the 2-card bonus because there are two clubs in the block. Playing a block with 5♣, 5♦, and 5♥ would not activate any technique bonuses because there are no matching suits.

Technique Not-So-Basics

Techniques have a variety of passive bonuses that don't require activating cardplay. Some of these bonuses are called **expend effects**, which are gained when you

spend a card from your aura. Others are **conditional bonuses**, which come into effect under certain circumstances, such as when your opponent is suffering from a status effect. Techniques also provide **attribute boosts**, which increase the values of your attributes and get more powerful as you gain ranks.

Fighters may only activate one technique in a combo or block unless they have **multi-activation**, an ability gained by having a high technique rank.

Cards of the passive technique gain two distinct bonuses as the character's passive technique rank increases: **combo flow** and **powerup wildcard**. Combo flow makes it easier to create combos with certain active techniques by 'skipping over' passive technique cards that interrupt the contiguous sequence. Powerup wildcards are passive technique cards that can become different active technique cards in the aura, giving you a greater variety of cards to expend.

STATUS EFFECTS

Status effects (SEs) are a cornerstone of the *Shonen Final Burst* combat system. SEs are special effects that augment your attack or defense and inflict penalties on your opponent. These effects are inflicted through successful technique activation, powerful signature moves, and occasionally other abilities such as ally call-ins. SEs are temporary conditions that usually fade after one round, but have a major impact while they are active.

There are 10 different SEs. Each SE has a **normal** version that causes moderate penalties and an **intense** version that causes severe penalties, lasts longer, and is more difficult to remove.

What do Status Effects Represent?

The status effects represent conditions that impair a character's ability to fight, not just normal damage. These effects include things like being wrapped up, trapped, caught completely by surprise, demoralized, frightened, or having their powers drained.

Inflicting Status Effects

Most SEs come from activating combo bonuses. You must successfully hit your opponent with an attack that has an active SE inflicting bonus to give them the status effect. If you don't hit, they don't get the SE. As long as you hit them they'll have the SE inflicted on them, even if they somehow reduce the damage they take to zero. It's the hit that's important, not the final damage.

A single attack can inflict multiple SEs. This frequently occurs with higher level bonuses and signature moves. If the attack is successful then the enemy is slapped with *all* the SEs on the maneuver.

Some SEs are inflicted by activating a block bonus. These effects don't require you to hit your opponent. It's a defensive effect, so it automatically affects the enemy. SEs inflicted by ally call-ins or expend effects don't require a successful attack either — they just work. A single block, call-in or other effect can also inflict multiple SEs, just like attacks can.

All SEs have a **time delay**. The penalties begin the round **after** you are hit by an SE inflicting effect. The penalties last for the whole following round, and end once that round is done. All SEs are also removed at the end of a battle.

As mentioned above, **intense SEs** are more powerful and last longer. An intense SE inflicts its full penalty the first round after a character is hit, and then turns into the normal version SE during the second round. That normal SE will fade at the end of the second round, as usual.

Here's an example of SE infliction:

Poor Spiral's been owned <u>again</u>. Let's follow what happens when he's blasted with an attack that causes Wide Open, a status effect.

Round 1:   Spiral is successfully hit by an attack that inflicts Wide Open. He's not suffering the penalties this round because of the **time delay**.

Round 2:   Wide Open kicks in at the beginning of this round! He'll suffer the penalties all the way through this round.

Round 3:   Wide Open is removed at the beginning of the round. Spiral is free to act without any penalties!

Intense SEs override normal SEs a character is inflicted with or is suffering from. Characters cannot suffer from both the intense and normal version of an SE at the same time. The intense version of the SE is the only one that counts.

Characters can suffer from multiple different SEs during the same round. You could suffer from Berserk, Paralyze and Cripple during the same round, for example. Characters cannot suffer from cumulative inflictions of the *same* SE in a round, however. You cannot suffer from, for example, Paralyze, Paralyze, and Paralyze. You would just have one instance of Paralyze, which would not last any longer or have any extra penalties.

Finally, intense SEs count as normal SEs for any conditional rules that require a character to be suffering from an SE. To clarify; if an effect says "if anyone is suffering from Paralyze, you receive a +5 to attack" and your opponent is suffering from intense Paralyze, you would receive that attack bonus. Conditional effects may instead require an intense SE to work, or provide a larger bonus for intense SEs. These rules are clearly noted.

Removing Status Effects

Characters will want to **remove** SEs so they can fight at their full potential, and many techniques, allies and archetype powers give them the ability to do so.

Removing an SE *immediately* negates the SE penalties and returns you to normal. This means that your final attack or defense values for that round will not be reduced and your cardplay can work normally. It's an instant fix! Removing a status effect is given the highest priority in terms of combat effects, which is detailed below.

You can only remove an SE you are currently *suffering* from, however; you cannot remove SEs that are being inflicted on you from an attack in the current round. There is a method for avoiding SE infliction though.

Many shonen powers allow you to **ignore** inflictions of SEs during the round you are hit by the effect. Ignoring an SE prevents it from taking hold; it cancels out an incoming SE during the current round. This doesn't do anything to help you with an SE you're currently suffering from, though.

It is also possible to **shift** SEs, which immediately changes an SE a character is suffering from into a different SE, which they then immediately start feeling the effects of. Some powers shift an SE on your opponent, which can throw them off guard and mess

with their strategy for the round. Other powers shift SEs on yourself, which can be useful for exchanging a troublesome SE with one that doesn't impact your tactics.

Intense SEs can only be removed, ignored or shifted by effects that specifically say they affect intense SEs. Importantly, any effect that removes, ignores or shifts intense SEs can also be used on the normal version of the SE too.

After the first round of intense SE suffering these powerful SEs downgrade to their normal versions. At that point characters can use normal effects to remove them. For example:

> You are suffering from intense Paralyze, and you have an ally power that removes Paralyze and Cripple SEs. This power is useless against intense Paralyze – you can use it after the intense Paralyze turns into a normal Paralyze after the first round, though.

> Later on you are suffering from Drain, and you have a technique bonus that removes intense Drain. You can remove the normal Drain with the bonus that removes intense Drain.

Status Effect Timing

There is a lot of back and forth during a round and it's entirely likely for players to delay their actions and announcements to make combat flow better. There is therefore a basic timing system for SEs.

Effects that **remove** an SE occur immediately. If your combo or block cardplay activates a technique bonus that removes an SE, your statistics instantly recover. The values of your attributes return to normal and your attacks and defenses are calculated regularly. Removing an SE effectively removes all possible instances of that SE you could suffer that round – it's blanket immunity. Note that this doesn't stop you from being *inflicted* with an SE; it stops *suffering*.

Removing an SE is considered to be the most important and fastest acting effect in any round, so we say it has **priority**. Basically, any timing disputes should always be handled so that removing an SE gets top billing. For example:

> You are suffering from Paralyze and you play a combo that removes Paralyze. Your opponent tries to interrupt and use a power that shifts Paralyze into some other SE that you wouldn't be able to remove. **That won't work**. The Paralyze SE is removed first. Unless his power *specifically* states otherwise, removing the SE has priority.

Another example:

> You are suffering from Paralyze and Cripple and you play a block that removes Paralyze. Your opponent then tries to shift the Cripple into a Paralyze a second later. **That won't work**. Your opponent is just taking advantage of the declaration order of actions. You removed Paralyze and so you have blanket immunity against suffering any Paralyze that round.

There are two SEs that partially prevent technique activation. These SEs have a built in exception to their penalties that allows characters to still activate techniques that would remove those specific SEs. This illustrates that SE removal really does have the highest priority.

If a character **ignores** an SE he ignores all possible *inflictions* of that SE for the whole round, regardless of when the SE will be inflicted according to the fight narration or order of players declaring what is mechanically happening. This is also blanket immunity, but for new SE *infliction,* not suffering.

If a character **shifts** an SE they are currently suffering from to something they can remove, that maneuver should be treated with the same priority as removing an SE. There are many powers that allow for creative removal of SEs like this. Shifting an SE on your opponent doesn't have this priority, as noted in the examples above.

Status Effect Calculations

When reducing attributes you reduce the full value. You may round up any values that aren't whole numbers.

STATUS EFFECT TERMINOLOGY

Status effects have very specific terminologies which guide how they are used and removed:

Attacks, defenses and other maneuvers **inflict** SEs on opponents. Characters that are feeling the penalties of the SE are **suffering** from the status effect. Attacks, defenses and other maneuvers that **ignore** SEs prevent **infliction**, but do *absolutely nothing* for suffering. Abilities that **remove** SEs immediately stop the **suffering** of the SE penalty, but do *absolutely nothing* against infliction. Abilities that **shift** SEs change an effect a character is **suffering** from to another effect that they immediately start suffering.

When an SE reduces a value by a set number, the final value cannot be reduced below zero. Any math that would produce negative numbers just sets the value at 0. For example, if you had 18 Strength and an SE reduced your Strength by 30, your Strength would be 0, not -12. You may still attack or defend with an attribute rated zero, but other statistics are rendered useless. For example, having a powerup of 0 prevents you from powering up any cards, and allies whose levels are reduced to 0 cannot be called-in.

A few of these SEs do not affect Bosses the same way they affect normal opponents. Those exceptions are noted, and further information is found in the Producer's Section. Additionally, some SEs have exceptional rules for their removal, which are also noted.

BERSERK

This SE reduces a character's ability to powerup and use expend effects. When a character is Berserk they are uncontrollably angry, enraged, or sometimes even completely emotionless. The end result is a fighter that only focuses on raging at their enemy and ignores the finer points of battle. Berserk can come from lots of different effects, like: being taunted and insulted, seeing loved ones hurt, being under mind control, or even non-anger related issues like uncontrollable passion or immense hunger!

Normal: Powerup is reduced by 1 and cards valued 6 and higher cannot be used for expend effects. Bosses must instead discard the lowest card drawn.

Intense: Powerup is reduced by 3 and no cards may be used for expend effects. Bosses instead discard the two lowest cards drawn.

Special Removal – Characters may activate expend effects that remove Berserk or intense Berserk even if this SE would prevent them.

CRIPPLE

This SE reduces a character's Strength. When a character is Crippled they cannot use their full muscle power effectively. Examples of Crippling effects include: broken bones, magically sapped muscles and body mass, arms rendered useless via pressure points, cut off limbs, or massively stunning beatdowns.

Normal: Halve Strength.

Intense: Reduce Strength by 30.

DISARM

This SE reduces a character's ability to activate techniques in combos. When a character is Disarmed their offensive abilities are being countered or contained by some kind of effect, for example: having their weapon temporarily snatched away, having an opposing elemental force absorb or block their techniques, being struck or distracted before they can complete attacks, or just being perfectly countered by their opponent.

Normal: Cards valued 6 and higher in a combo have no suit. They cannot contribute to technique activation. For Bosses, King cards for attack cannot be boosted by Jacks.

Intense: No cards in a combo can contribute to technique activation, they are all considered to have no suit. For Bosses, no cards for attack can be boosted by Jacks.

Special Removal — Characters may activate technique bonuses that remove Disarm or intense Disarm even if this SE would prevent them.

DRAIN

This SE reduces a character's Energy. When a character is Drained they cannot focus their internal power. Examples of Draining effects include: vampiric power-sucking attacks, huge overloads that short circuit gathered energy, physical strikes that block chi pressure points, or simply being forced to expend tons and tons of power to keep up.

Normal: Halve Energy.

Intense: Reduce Energy by 30.

HOPELESS

This SE reduces the effectiveness of a character's allies and their signature moves. A Hopeless character is demoralized by the situation and the foe they are facing. This makes it harder to rely on their friends, their personal gifts, and their specially trained moves. This is not necessarily personal fear, but rather a loss of confidence and spirit. Hopelessness can come from lots of different effects, like: being told your friends are captured or defeated, hearing about a truly devious threat or plot, finding out your power is just not enough, or even physical things like being trapped in a power-sucking area.

Normal: The levels of your attached allies are reduced by 1. You may not use your archetype ability. Signature moves cost 1 additional PT to launch, which is discarded without adding any bonuses. Bosses instead cannot use their Boss ability and their Boss moves require 1 extra card.

Intense: The levels of your attached allies are reduced by 3. You may not use your archetype ability. Signature moves cost 3 additional PT to launch, which are discarded without adding any bonuses. Bosses instead cannot use their Boss ability and their Boss moves require 3 extra cards.

PARALYZE

This SE reduces a character's Speed. When a character is Paralyzed they cannot move or react effectively. Examples of Paralyzing effects include: snared legs, cut-off escape routes, being turned to stone, time distortions, or mental and spiritual effects that freeze a person in place.

Normal: Halve Speed.

Intense: Reduce Speed by 30.

SURPRISE

This SE reduces a character's Mind. When a character is Surprised they cannot trust their senses or tactics. Examples of Surprising effects include: complete ambushes and attacks from stealth, mental shock, total tactical reversals, or having the senses disrupted by false information.

Normal: Halve Mind.

Intense: Reduce Mind by 30.

TERROR

This SE reduces the effectiveness of a character's combos. When a character is Terrified they have been shaken and intimidated by the overwhelming might of their opponent, making them sloppy. Terror can come from lots of different effects, like: witnessing the supposed invincibility of the opponent, having nightmares come to life, or even non-fear related issues like sensory scrambling or intoxication.

Normal: The highest value card in a combo has its value reduced to 0. The card still contributes to technique activation, but it doesn't add anything to the final combo value. Bosses must instead discard the highest card drawn.

Intense: The two highest value cards in a combo have their values reduced to 0. The cards still

contribute to technique activation, but they don't add anything to the final combo value. Bosses must instead discard the two highest cards drawn.

TRICK

This SE reduces a character's Skill. When a character is Tricked they cannot rely on their practiced battle training. Examples of Tricking effects include: strikes from impossible angles, confusion from a feint or fake-out attack, weapons or moves with unpredictable timing, or plain old dirty fighting.

Normal: Halve Skill.

Intense: Reduce Skill by 30.

WIDE OPEN

This SE reduces a character's ability to activate techniques in blocks and reduces their defenses and ability to recover damage. When a character is Wide Open they've become nearly defenseless, which can happen from effects like: being targeted by a totally unerring attack, having an opposing elemental force break through their defenses, being stunned and set up for a big finish, or being poisoned by a health-destroying disease or toxin.

Normal: Cards valued 6 and higher in a block have no suit and cannot contribute to technique activation. Healing, reflection and damage reduction effects have their values reduced by 5. For Bosses, King cards for defense cannot be boosted by Jacks.

Intense: No cards in a block can contribute to technique activation, they are all considered to have no suit. Healing, reflection and damage reduction effects have their values reduced by 15. For Bosses, no cards for defense can be boosted by Jacks.

Special Removal – Characters may activate technique bonuses that remove Wide Open or intense Wide Open even if this SE would prevent them.

ARCHETYPE POWERS, ALLIES AND EXPEND EFFECTS

All characters have an archetype power they can use once per fight, a small number of allies they can call-in, and the ability to use powered up cards to gain instant boosts. These abilities add a layer of tactics to fights. The individual archetype powers, ally call-ins and expend effects are detailed in their respective chapters, but here we will detail when you can use these powers and any special timing cases.

Activating Abilities

Characters may only activate their archetype ability effect once per round (if they have multiple activations).

Characters may only activate a specific expend effect once per round. Characters may only call-in one ally per round.

A character may activate multiple *different* abilities in one round, such as using an expend effect and using their archetype power and calling-in an ally.

When to Activate Abilities

Certain abilities (regardless of their source) must be activated at certain times. Below are the mechanical categories of the various archetype powers, expend effects and ally call-ins, along with how and when they should be activated during the round.

Card Drawing Abilities

These abilities allow you to draw extra cards or look at cards in the decks. Examples include the Hyper Speed technique's expend effect, the Noble Elite archetype power, and many ally call-ins.

○ Abilities that let you draw extra cards are used right after the normal card draw at the beginning of the round. This also includes abilities that let you take cards from the discard piles or search through your deck for specific cards.

○ Abilities that let you look through the deck or rearrange the deck can be used before you draw any cards at the beginning of a round, or right at the end of a round after cardplay has been resolved.

Attack, Defense or Damage Increasing Abilities

These powers provide a bonus to your final attack, defense or damage values. This also includes effects that increase or provide unstoppable, automatic or reflected damage. Examples include the I Fight For Fun! archetype power and the Beast technique expend effect.

○ Abilities that increase attack, defense or damage are used after combo and block cardplay has been finalized but *before* final values are calculated and damage is dealt. It is permissible to activate these kinds of abilities in response to an opponent using similar powers.

○ Abilities that provide or add unstoppable damage, automatic damage or reflection may be played after final attack values are calculated but *before* damage is dealt (ie: the damage marker is moved).

Damage Reducing Abilities

These abilities reduce the total amount of damage a character receives from an attack. Examples include the Earth and Super Strength techniques' expend effects.

○ Abilities that reduce damage may be played *after* damage is dealt and always have priority over any abilities that cause additional damage.

Resolve any timing issues in the most favorable way for the damage reducing ability.

Healing Abilities

These abilities subtract a value from a character's damage track. Unless specifically stated, these abilities cannot move the damage marker back past barriers. Examples include the Pure-Hearted Warrior archetype power and many ally call-ins.

○ Abilities that heal damage can either happen *before* any damage has been taken **or** *after* all possible damage has been taken. Essentially, you heal either at the beginning of the round or the very end. Healing effects cannot be used in the middle of a damage calculation or when counting up damage.

Status Effect Abilities

These abilities allow you to inflict, remove, ignore or shift SEs. The rules for SE removing priority are in the Status Effects section above, and they affect when these kinds of powers can be activated.

○ Abilities that remove SEs can be played at any time. These abilities have priority over all enemy powers, unless specifically stated.
○ Abilities that inflict SEs can be played at any time.
○ Abilities that ignore SEs can be played at any time and have priority over enemy powers that would inflict SEs.
○ Abilities that shift SEs **on yourself** can be played at any time and have priority over enemy SE shifting powers.
○ Abilities that shift SEs **on your opponent** can be played at any time.

Resolve any timing issues in the most favorable way for the SE removing and ignoring abilities.

Other Abilities

There are many other abilities that do not have any specific timing rules, like the information gathering abilities of The Guy With Glasses archetype, the ally boosting ability of Everybody's Friend, or various ally call-ins that provide PT, transformation discounts, or other bonuses. These abilities either have their specific activation timing noted in their description, or can be activated at any appropriate time.

SIGNATURE MOVES

Signature moves (SMs) are mega-attacks that require power tokens and powered up cards to use. The rules for creating SMs are in the Signature Moves chapter, along with some more detailed information. The rules for using them are below.

How to Use Signature Moves

Using an SM is called **launching,** and it takes the place of your attack for the round. When you create an SM you choose which attribute to use, and SMs target your opponent's attribute just like your normal attacks and style.

You don't play a combo during the round you launch an SM, but you may still play a block and powerup like normal. You must announce your intention to use an SM as soon as possible after drawing your cards. If your opponent has already started placing cards for combos, blocks and powerup, he can take those cards back in response to your SM announcement, to re-strategize. Essentially, launching an SM is *really obvious*.

Signature Move Costs

SMs require two kinds of currency to launch: **powered up cards** and **power tokens** (PT).

Cards

To launch an SM you must expend **two** cards from your aura that are both valued **≥ 5.** One of these cards must match the **technique base** of the SM. It's very important to have extra cards matching the technique base in your aura in case the SM is countered (see below).

Power Tokens

You must spend **one** PT to launch an SM. The power of the SM is increased when you spend additional PT beyond the one needed to launch the move. Techniques provide extra options for SMs that grant major bonuses based on how many extra PT are spent. The first PT spent never contributes to the overall power of the move – it's just the initial mandatory cost.

All cards and PT used to power the SM are discarded after the attack is resolved.

Signature Move Effects

The Signature Move chapter contains details on the SM powers, but most of those effects behave like the technique bonuses. SMs are essentially huge attacks

that can inflict SEs, deal unstoppable damage and really put the hurt on your opponent. Players can even select options to let their SM heal or boost their defense!

SMs have very high attack values, and they get even higher when more PT are pumped in. It may take a few battles to earn enough PT to pull off a super damaging signature move, but they are, after all, famous in the shonen genre as battle-ending attacks.

Describing Signature Moves

Players who narrate impressive and entertaining special effects for their SMs get a big bonus. If you jump around, yell out the name of the move, or lay down a cool description, **increase the SM's attack by +10**. There are also separate bonuses for describing what happens if two SMs collide, which is detailed below.

Signature Move Counters and Bursts

Because you must announce using an SM pretty much at the beginning of the round, your opponent has the chance to consider launching their own SM in return. When both fighters launch SMs in the same round they must choose if the SMs interact with each other or just fly by. The simple option is for the moves to not interact; in these cases they resolve like normal attacks.

If the fighters want they can risk having the SMs collide! There are two options, **counter** or **burst**. In a **counter** the attacks slam together and possibly cancel each other out. In a **burst** they try to violently mix and blast through each other, with the shonen battling for control the whole time!

When both sides launch an SM on the same round they must decide if the moves resolve normally, counter or burst.

- In a match between a PC and an NPC, the PC gets to decide to resolve normally, counter or burst. This applies even if the NPC is being played by a player at the moment.
- In a match between two PCs, they must both agree to resolve normally or burst, otherwise they counter.
- In a match against a Boss, the Boss must agree to resolve normally or counter, otherwise they will burst. Bosses are total jerks.

Countering or bursting is essentially gambling on your SM. You and your opponent will compare cards and bet PT, with the victorious side gaining more power. The stakes for a burst are much higher though; losing can leave you nearly defenseless.

Counter

When countering, fighters gamble their PT on blind card comparisons to get their final attack value. The stronger SM is partially blocked by the weaker SM. The weaker SM doesn't deal any damage, but instead acts as a defense. Considering the raw power of SMs, this is often the safest way to avoid being totally wrecked!

Both fighters set their hands aside and instead take up all the cards in their aura, including the two being used to launch the SMs. You are allowed to use cards of any value, but they must all be cards matching the **technique base** of the SM. For example, if you launch a Fire technique SM you can only use Fire technique cards during a counter.

The players will place a number of these cards face down in front of them to compare individually against their opponents cards. You can set the cards down in any order you prefer — it's a blind bet against whatever your opponent may have hiding. Once all the cards are down they cannot be rearranged. Players can set down as many cards as they like, but they must set down cards that match the SM's technique base, and they cannot set down more cards than the total number of PT they are going to wager (explained in the next step).

Both fighters also set aside the number of PT they want to use on their SMs, minus the one PT used to launch the move.

Each of their face down cards must have between 1 and 3 PT bet on them. Each card must have at least one PT on it, and no more than 3. This means that if you do not have enough cards you might not be able to use all your PT, weakening your SM's power.

It is possible for one side to have more cards than the other. This is actually very advantageous. Players must compare as many cards as possible, but unopposed cards automatically win the comparison. If you have more cards that your opponent you can wager the maximum amount of PT on them and perfectly hedge your bet.

The cards are revealed once both sides have finished betting their PT. The card with the greater value gets to keep the PT bet on it, and the lower card discards its PT bet. In the case of a tie, both PT bets are lost.

To build suspense, the players can describe the tense struggle for power while the attacks clash! Players doing **gain PT equal to half the number of cards that were compared** while narrating the awesome special effects. Like all values this is rounded up. So, comparing two cards gets the participants 1 PT back. Comparing three would return 2 PT, and so on. These PT are collected after the SM is launched and don't contribute to its power.

The cards are revealed and compared one-by-one. It is possible for one side to play more cards than the other and place PT bets on those cards. Any unopposed cards automatically win, so it's important to go into a counter with as many powered up cards as possible!

At the end of all the card comparisons each player should be left with an amount of PT that is then applied to their SM. Both players calculate their final attack values. The SM with the larger attack blasts through the other SM and has its attack value reduced by the attack value of the weaker SM. The weaker SM doesn't deal any damage and is not considered to have hit the opponent. It is still launched and any defensive options built into it take effect, but no offensive effects occur.

The remaining value of the stronger SM is then applied like a normal attack to the opponent, and all the normal block and defense rules take over. Hopefully the SM's attack has been reduced enough to not completely ruin the victim's day!

All cards used for the bet are expended from the aura, and all PT used on the SM are discarded.

Burst

In a burst, fighters gamble their PT on blind card comparisons to get their final attack value. Both SMs gain or lose power and then smash into the enemy. Both fighters wind up being hit, and their defenses are considerably reduced. Characters can't play any blocks during a burst. Considering the raw power of SMs, both sides will end up blasted and reeling!

The betting procedure and the kinds of cards used are exactly the same as in countering (see above). However, instead of discarding PT when a bet is lost, **the winning player gains them**. Additionally, players keep the PT wagered on cards that tie rather than discarding them. The players can also narrate the tension during the card comparison for the same PT bonus noted above.

At the end of all the card comparisons each player should be left with an amount of PT that is then applied to their SM. The player that won the most PT has won the burst, which is important for some SM power options. Both players calculate their final attack values. Both attacks are launched, and neither player may play a block. They must defend with only their base attribute because they focused all their concentration into this one huge power struggle!

All cards and bet PT are then discarded and the players start counting up the gazillion points of damage they're about to take. All cards used for the bet are expended from the aura, and all PT used on the SM are discarded.

COUNTER/BURST BLUFFING
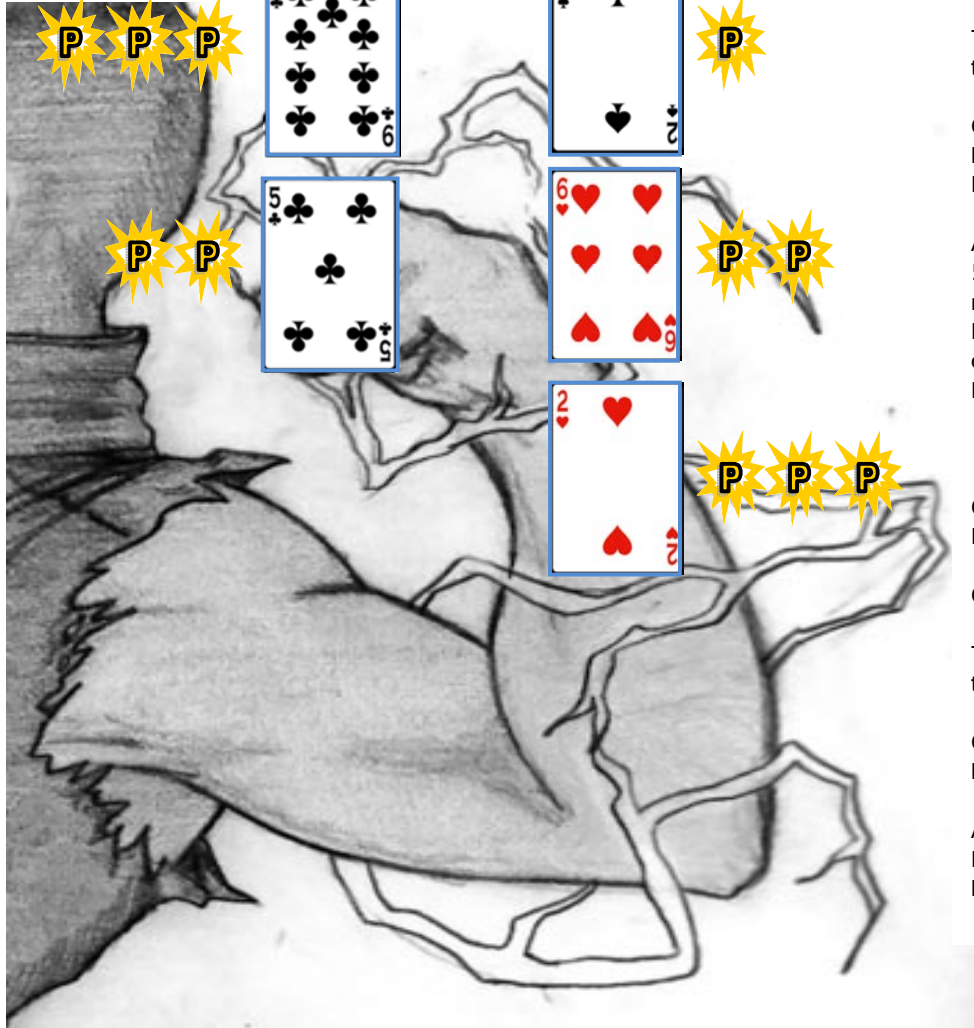
It's perfectly legal (and encouraged) to bluff during an SM counter or burst. This mini-game is meant to emulate that part of a shonen anime when two powers hit, turn the whole screen white with an explosion, and leaves the audience guessing who'll be left standing! So, please bluff, threaten and trash talk; you get bonuses and it really increases the tension.

When SMs counter or burst the fighters will bet PT on blind card comparisons. In the below example assume the cards are placed **face down** even though you can see the values. The yellow icons are PT. The sidebar to show the outcome of this same set up used in a **counter** and a **burst.**

Through some multi-dimensional mix up, Crow from Spiral Squire *and* Mike *from* White *find themselves facing off! As the battle draws to a close, both fighters launch their most impressive signature moves! Crow's hands are wrapped in the powerful flame chakra of* VIA VOLCANUS, *his super deadly pressure point strike. Mike charges his whole damn arm with soul lightning to use* ZEUS CRUSH, *a house-shattering storm punch. Fire and lightning collide, and the audience is left guessing who'll be the one standing!*

CROW   MIKE

| PT Bet | Cards | Cards | PT Bet |

COUNTER EXAMPLE

The first comparison is the 3 against the 8. Crow loses his wagered PT. Mike wins and gains 2 PT.

Crow wins the second comparison and gains 3 PT. Mike loses his wagered PT. Notice that Mike's using a card from his passive technique. He obviously has the **powerup wildcard** bonus for this technique, so he gets helpful card options like this!

The shonen tie the third comparison, so they both lose their wagered PT.

Crow had no cards for a fourth comparison, so he loses. Mike automatically wins and cunningly bet lots of PT on that card. He gains 3 PT.

At the end of the counter Crow has 3 PT and Mike has 5 PT. If the players narrated their counters they would regain some lost PT; they compared four cards total. Even though Crow only played three cards the whole counter had four comparisons. So, each fighter gets 2 PT back at the end of the round.

BURST EXAMPLE

Crow loses his wagered PT. Mike wins and gains 3 PT, because you take the loser's PT in a burst.

Crow wins the second comparison and gains 4 PT.

The fighters tie the third comparison, so they both gain their wagered PT, 2 each.

Crow had no cards for a fourth comparison, so he loses. Mike automatically wins and gains 3 PT.

At the end of the burst Crow has 6 PT and Mike has 8 PT. If their players narrated their burst they would get back 2 PT at the end of the round; just like countering.

TRANSFORMATIONS

Transformations allow you to take on a new form or set of powers mid-battle, greatly enhancing your fighting abilities. The rules for creating transformations are in the Transformations chapter, along with some more detailed information. The rules for using them are below.

How to Transform

Transforming is mechanically instantaneous. Characters can transform at any time during the round before the final damage calculation by paying the transformation cost. You can announce you're transforming right after drawing cards if you like, or you can wait until cards have been played to throw your opponent off guard. Characters still attack, defend, and use abilities normally during the round they transform.

All transformations have **stages**, which are levels of power. Characters can transform multiple times during a fight, either increasing their stage to a higher level or switching into a wholly different transformation (some shonen have multiple forms, see Character Creation).

Characters usually transform one stage at a time because of the cost, but they are allowed to combine the costs of transforming multiple stages and jump up all in one round. Characters can also reduce their transformation stage or change back to normal during a fight if they want.

Transformation Costs

Transformations require two kinds of currency: **powered up cards** and **PT**.

Cards

To transform you must expend one or more cards from your aura that are valued ≥ 5. All these cards must be from the **passive technique suit**. The number of cards required is equal to the stage of the transformation you're changing to. For example, to transform from normal to Stage 1 would require one card, and transforming from Stage 3 to Stage 4 would require four cards.

Power Tokens

To transform you must spend PT equal to three times the number of the stage you're changing into. So, to transform from normal to Stage 1 would require 3 PT, and transforming from Stage 2 to Stage 3 would require 9 PT (3 x 3 = 9).

Players can ham it up when they transform to reduce the PT cost. If they bust out with excellent descriptions, say a short monologue about their "true power", blast out a theme song clip, or just act awesome in general,

reduce the cost of transforming by 1 PT. If transforming into the 4th or 5th stages, reduce the cost by 2 (and make sure to go *really* over-the-top). Characters that switch between forms receive this discount too. However, characters transforming multiple stages at the same time only get one reduction, not individual reductions for each stage.

TRANSFORMING MULTIPLE STAGES

Although it's really expensive, you are allowed to transform multiple stages at a time. Here's a cost example and breakdown of single stage changes:

Normal to Stage 1 =	3PT, 1 card
Stage 1 to 2 =	6PT, 2 cards
Stage 2 to 3 =	9PT, 3 cards

So, not counting any discounts for radical descriptions, we'd add the costs and get:

Normal to Stage 2 =	9PT, 3 cards
Normal to Stage 3 =	18PT, 6 cards

Sometimes it's worth it to jump up levels to get a certain bonus, and it's always fun to see the look on your enemy's face!

Multiple Forms and Switching

Characters with more than one form can switch between forms by paying 1 PT and one passive technique card of any value. The stage of the forms doesn't affect the switching cost. You may only switch once per round, using the same timing as transforming. Characters can switch to a new form **and** increase their stage in the same round, if they can afford it.

When characters switch forms they **retain the highest stage** they've transformed into, unless their new form has locked stages. If you switch to a form that has fewer unlocked stages, you are set to the highest possible stage. If you switch back later in the fight, you return to your highest reached stage. For example:

> Crow has two forms; a Mirror Eye form with 3 stages unlocked, and a Cursed Seal form with 2 stages unlocked. He starts in his Mirror Eye form and progresses to Stage 3. When he switches to his other form he'll be at Stage 2. That's less than the Mirror Eye form, but his Cursed Seal form hasn't had that stage unlocked yet! If he switches back to Mirror Eye form, he'll be at Stage 3 again.

Note that switching and transforming are not the same thing – gimmicks or rules that boost your transformation don't affect your switching costs, and vice versa.

Transformation Effects

Transforming gives you bonuses that last as long as you are in your new form, and characters stay transformed for the whole fight.

The powers granted by transforming are passive benefits that can increase your **attributes, technique ranks, powerup,** make you **immune to SEs** or allow you to create **combos easier**. The important thing is that these bonuses are active for the whole match – it's not just a one round boost!

Advanced Combo Flow

One of the most powerful transformation bonuses is **Advanced Combo Flow**. It's important enough to be detailed twice, both here in Combat! and again in the Transformation chapter.

Advanced Combo Flow gives cards of a chosen technique the same combo flow properties passive technique cards have! Basically, you can skip over cards of that active technique when trying to make combos. Those skipped cards can still be activated, though! They're still normal cards of that technique; you can just ignore them when trying to make combos with *other* techniques.

Transformation Timing

Transformation bonuses take effect immediately after you pay the cost to transform. This means that any attribute bonuses you would receive instantly apply to your attack and defense. Here is a brief rundown of some of the most common transformation bonuses that have tricky timing.

Increase to Powerup

If your powerup increases you are immediately able to power up more cards that round, even if you had already reached your limit or if cardplay is over.

Increased Card Draw

You may immediately draw extra cards from the game deck if you have a transformation bonus that gives you more cards. However, this does **not** allow you to use those newly drawn cards in your combo or block *if cardplay has already been finalized*.

Immunity to Status Effects

If a transformation makes you immune to an SE you are currently suffering from, that SE is **removed**. Follow all the normal timing and priority rules for removing SEs.

Attribute Switching and Attack Redirection

Some transformation bonuses allow you to change your combat style and attack different or multiple attributes. These bonuses prompt the transforming player to choose new defenses for their opponent, and can happen *after cardplay is finalized.*

Advanced Combo Flow

Bonuses that enhance how combos are made take effect instantly, *even after cardplay has been finalized*. This means you can transform to change a busted up junky combo into a serious attack, surprising your opponent.

Enhanced Signature Moves

You may transform after you launch an SM, *even during a counter or burst*. The bonuses that affect SMs clearly mention if they apply before or after final damage calculations, or counters and bursts.

Transformation Upkeep

Characters are allowed to stay transformed between battles. There is a PT cost to maintain a transformation, called **upkeep**. You must pay a number of PT equal to the stage of the transformation to maintain it for the next battle. If you can't or don't want to pay the full cost, you may reduce your stage to a lower level. So, if you are at Stage 5 and you only have 3 PT at the end of the battle, you can drop to Stage 3, pay that upkeep, and start the next fight at Stage 3.

Cardplay Example: Advanced Combo Flow

A transformed character with this ability can treat cards of a chosen active technique like passive technique cards with combo flow!

For this example, the character is transformed and has Advanced Combo Flow with his hearts (♥) technique. He *also* has regular combo flow with his diamonds (♦) technique. Additionally, let's say he has multi-activation for diamonds, too!

WHAT ACTIVATES?

Starting at the 4♦, the next card is a 5♠. It can be skipped because of the normal combo flow. Next up is a 6♥. This can also be skipped because it has Advanced Combo Flow! Same with the 7♥. Finally, there's an 8♦, which connects to the 4♦ activating a 2-Card bonus.

But wait! That 6♥ and 7♥ are contiguous! They activate as well. Since the character has multi-activation, in the end this combo would activate a 2-Card diamond bonus **and** a 2-Card heart bonus.

FIGHTING BOSSES

The toughest opponents in an Arc are called Bosses. These guys aren't just regular enemies who happen to be stronger than the shonen; they're in a league of their own. Fighting a Boss is slightly different than fighting a regular NPC.

PCs aren't supposed to fight Bosses alone. They're way too powerful and would smack them down in short order. Bosses are meant to be fought as a *team of heroes*! Players don't have to worry too much about the fighting rules changing when battling a Boss. Here are the significant changes, and more information is in the Producer Section – Enemies, which the players are explicitly invited to read.

Team Attacks and Defenses - Bosses

Each round the shonen PCs will pick one character to **lead the attack** against the Boss. The leading character must switch every round so everyone gets a shot.

The leading character picks their attribute, uses their style and does cardplay as normal. The other PCs draw and play cards too. Instead of making separate attacks though, each assisting character adds their combo value to the leading character's. This includes any technique bonuses! The final attack value is the lead character's attribute plus his combo and the combos of all the other shonen.

Defense is also pretty easy. The Boss will make an attack that affects all the PCs and each PC has to defend separately, using normal cardplay. These attacks can be really nasty, so the PCs have the opportunity to **take some damage for their friends**. This helps them spread the pain out and survive longer.

These rules are fully detailed in the Producer Section – Enemies.

Beating a Boss

Bosses have a damage track like normal opponents. However, they have special rules that make them much harder to beat. When a Producer designs a Boss she'll make a certain number of transformations for them. These transformations aren't like normal shonen ones. Bosses transform at the end of fights, shifting their powers around and becoming even more insane for a second (or third, or fourth) round! The Boss is finally down for good once he's out of transformations.

Ending the Arc

Boss fights are almost always the grand conclusion to the Arc. Sometimes Bosses might appear in the middle of a story to taunt the PC and play cat and mouse, but that big battle at the end is the real payoff.

Bosses are very difficult opponents and victory is not guaranteed. The final outcome of the Arc depends on how hard you fight. The Producer is going to have some ideas of what happens if the shonen win, and what dire fate might occur if they lose.

Losing a normal fight is not a big deal – losing the last fight *might be*. This is the province of the Producer and her story design, though. Famous series have had the heroes give up their powers, friends, and even their own lives to beat Bosses. All this stuff is possible in *Shonen Final Burst*, but it's up to the Producer and players to work out the specifics.

The best thing is that there is always another Arc! Losing against a Boss just ups the stakes for the next story when the shonen have to fight against his invincible power. Broken heroes can retrain, and dead friends can even sometimes be brought back to life.

FIGHTING MULTIPLE OPPONENTS

Almost all fights in the shonen genre are one-on-one. On some occasions though there are huge battles royale with dozens of fighters to a side. Sometimes there are team battles in a tournament. Every once in a while there are even wars!

First, consider whether or not a fight is actually a tag-team match. For example, we often see a team of shonen come across a gang of rival fighters who are blocking their way. The heroes usually select an opponent and jump off to the side to handle their fight. The characters are all kind of in the same area, but the fights are distinct and separate. The characters don't interfere with each other. This is the normal way battles in *SFB* should unfold.

The best method of handling a bunch of opponents in one area is simply by switching enemies each match. Imagine a match on a huge battlefield with a dozen different fighters. If you see you friend losing to an opponent you can swoop in between fights and take over, while your buddy takes your enemy. This works best when the fights have a very low damage limit, like up to Cosmetic.

Another way to handle these kinds of fights is to let the PCs switch off every few rounds. Fights don't technically end, so all the damage stays between the rounds. This method of fighting multiple opponents doesn't require any additional rules – it's just a normal fight that allows the participants to choose their enemy at the beginning of every round.

Then again, sometimes the enemies cheat and work together. This forces the heroes to combine strength too. Any fighters that want to take part in these kinds of tag-team matches should also be in the same physical area. Fighting multiple opponents tag-team follows the same rules as a normal match with a few additions.

Fighters are allowed to target any of the enemies that are present in the battle. No one is locked to a single opponent. There are limits on characters teaming up to smash one enemy, though:

- A character cannot be attacked by more than two opponents each round.
- If a character is attacked by two opponents, they cannot be attacked *again* by two opponents the following round.

To make a tag-team attack, the characters who are teaming up **must announce it before cardplay**, when the fighters are declaring their attacking attributes. One of these two fighters **leads the attack**, using their attribute and style. The other fighter doesn't get to apply their attribute, only their combo value. They also apply all the bonuses from their technique activation. The final value of the attack is the leading character's attribute plus his combo and the combo of the other tag-team character.

There are no tag-team defenses. Tag-team fighting is particularly nasty and can result in very fast knock outs. It's also possible to have multi-opponent fights that combine the simple method and the tag-team method.

Mooks

Shonen occasionally face hordes of really weak enemies. These guys are called **mooks**. Their rules are detailed in the Producer Section — Enemies. Essentially, mooks are there to get their asses kicked gloriously.

Players don't have to worry about fighting mooks, even if they come in the hundreds! All the battle rules are the same. Just sit back and enjoy some impressive beat downs.

DYNAMIC DUOS

Many shonen series have fighters that operate as a pair. This could be a classic case of twins, something like a master and pet, or a guy with advanced puppets.

The easiest way to create fighters like this is, you guessed it, **reskinning!** Opponents like a pair of twins will actually just be *one character* mechanically. Same with the kid who summons up an undead samurai guardian, or the puppet master, or the little girl riding on the giant robot's shoulders. Some attacks and defenses will be described as though there are two characters, but mechanically there is just one.

We really don't recommend doing too many legitimately separate tag-team fighters; it takes longer to resolve combat and tag-team fights are a bit rude. As a Producer, your first option should be using one NPC and getting creative with your descriptions. For you players out there, don't freak out if a three-man squad jumps you — it's *probably* just one NPC. Have fun beating up "three guys" at once!

LAST TIME ON *WHITE*...

Here's the second combat example, complete with technique activation, expend effects and status effects! This one should show you the full tactical potential of a high powered shonen match. We once again join Shiro and Atsuno from *White*, who really have their hands full this time.

OK, commercial's about to end! Strap in!

ADVANCED COMBAT EXAMPLE

This example includes technique activation, status effects, powering up and various ability uses.

This example has the fighters clocked-in at a higher power level than last time. These stats represent their mid-Arc power and abilities. We join the fight already in progress at Round 3! Both Shirosaki and Atsuno have taken damage. The Producer determined that this battle will end once a character goes past the Serious damage category barrier at 101, because the shonen are only fighting to distract the enemies who have stumbled upon them.

 VS

SHIROSAKI SANSHIRO   **ATSUNO CROWLEY**

Shirosaki Sanshiro and Atsuno Crowley are hiding from scouting bands of the Pax Dei as they attempt to rescue their friend Ruliel from execution. They are unfortunately discovered and Atsuno turns on Shirosaki to cause confusion and buy time! Shirosaki is shocked and thinks it's a real fight, as Atsuno is known for this kind of jerkishness...

Quick Battle Statistics

Shirosaki

Attribute	Value	Overpower Limits	Attacks (based on Style)
Strength	23	20	Skill
Speed	30	20	Energy
Skill	10	20	Mind
Mind	5	20	Strength
Energy	7	20	Speed

Powerup / Aura	1/4

Current Damage	44

Techniques		Suit
Hyper Speed	8	♣
Death	4	♥
Holy	6	♦
Control Spirit	3	♠

Atsuno

Attribute	Value	Overpower Limits	Attacks (based on Style)
Strength	7	20	Strength
Speed	7	20	Energy
Skill	9	20	Speed
Mind	32	20	Skill
Energy	19	20	Mind

Powerup / Aura	2/8

Current Damage	53

Techniques		Suit
Gadget	6	♣
Light	5	♥
Mega Mind	6	♦
Weapon Master	4	♠

ROUND 3

Both characters have taken damage, as noted above. They both have empty auras and have not used their archetype powers or any ally call-ins.

The players draw 5 cards from their personal decks. Shirosaki draws 2 additional cards from the game deck due to his damage category (and trash talk bonus). Atsuno draws 3 additional cards from the game deck.

Shirosaki draws: 2♦, 2♠, 3♣, 4♣, 5♣, 8♦, and 10♥.
Atsuno draws: 4♦, 4♥, 4♥, 5♣, 6♥, 8♠, 9♦ and 10♦.

Shirosaki declares that he is attacking with Strength; according to Shirosaki's Style, Atsuno must defend with Skill.

Atsuno declares that he is attacking with Energy; according to Atsuno's Style, Shirosaki must defend with Mind.

Shirosaki will make a combo from 3♣, 4♣, 5♣; the cards are in sequential order and he'll be able to activate the 3-card bonuses (and 2-card bonuses as well) from his clubs (♣) technique - Hyper Speed.

Shirosaki will make a block from 2♦and 2♠. There aren't any matching technique cards so he doesn't activate any bonuses.

Shirosaki has a powerup of 1 and chooses to set aside the 10♥ in his aura. It's currently powering up and will be available for use next round.

Atsuno will make a combo from 8♠, 9♦ and 10♦; the cards are in sequential order and he'll be able to activate the 2-card combo bonuses from his diamond (♦) technique – Mega Mind.

Atsuno will make a block from 4♦, 4♥, and 4♥; there are two hearts (♥) so he will activate the 2-card block bonuses for that technique - Light.

Atsuno has a powerup of 1 and chooses to set aside the 5♣ in his aura. It's currently powering up and will be available for use next round.

Both players agree that they're done with their cardplay and reveal their combos and blocks.

Both players take a moment to calculate their attack and defense values.

Shirosaki is attacking with Strength, which has a value of 23. It's overpowered so it just adds 20. His combo of 3♣, 4♣, 5♣ adds up to 12 (3 + 4 + 5 = 12) **and** he activated the 3-card combo bonus for Hyper Speed.

> He has Hyper Speed at rank 8, which means he's unlocked a lot of bonuses. The ones that apply to this attack are the attack boost (x2) and the SE inflicting bonuses; 2-card combos can inflict Trick and 3-card combos can inflict Surprise. The attack boost increases his combo value by +6 (3 cards each giving a +2 bonus = +6).

Shirosaki's final attack value is **38** and it inflicts Surprise and Trick (20 + 12 + 6 = 38).

Shirosaki is defending with Mind, which is his lowest attribute at 5. His block is 2♦and 2♠ for +4, making his final defense value **9** (5 + 4 = 9).

Atsuno is attacking with Energy, which has a value of 19. His combo of 8♠, 9♦ and 10♦ adds up to 27 (8 + 9 + 10 = 27) **and** he activated the 2-card combo bonus for Mega Mind.

> He has Mega Mind at rank 6. The bonuses that apply to this attack are the attack boost (x1) and an SE inflicting bonus. The attack boost increases his combo value by +2 (2 cards with a +1 bonus = +2). This attack only has one available SE bonus; Berserk.

Atsuno's final attack value is **48** and it inflicts Berserk (19 + 27 + 2 = 48).

Atsuno is defending with Skill, which has a value of 9. He played a really impressive block of 4♦, 4♥, and 4♥ which adds up to +12 **and** activates the 2-card block bonuses for Light.

> He has Light at rank 5. The bonus that applies to this defense is the defense boost (x1). The defense boost increases his block value by +2 (2 cards with a +1 bonus = +2). The Light technique has lots of good combo bonuses, but few block bonuses it seems…

Atsuno's total defense is **23** (9 + 12 + 2 = 23).

Both players will now compare their attacks and defenses and calculate damage. All damage is dealt simultaneously, so it doesn't matter who finishes their calculations first. The players just take turns offering numbers as they see fit.

Shirosaki's attack was **38** total against Atsuno's defense of **23**. That's **15** damage to Atsuno (38 − 23 = 15).

Atsuno's attack was **48** against Shirosaki's defense of **9**. That's a huge attack for **39** damage to Shirosaki (48 − 9 = 39)!

The players start moving their damage markers.

Shirosaki is at 44 and Atsuno is at 53. Shirosaki starts moving his marker a whopping 39 spaces, but there is a barrier at 51. He stops his damage marker there — all that extra damage from Atsuno's big attack is wasted! He did however pass a **power token** on space 50, so he collects one from the pot and sets it aside for later.

Atsuno moves his track up as well, by 15 spaces to 68.

Both the character's attacks inflicted SEs, too. Shirosaki inflicted Surprise and Trick on Atsuno, and Atsuno inflicted Berserk on Shirosaki.

The players now discard their leftover cards and take turns describing their attacks. They also grab markers for the status effects they'll be suffering next round. Shirosaki hit a damage barrier, so he brings on the trash talk during his description for the extra bonus!

Atsuno keeps shouting about how Shirosaki is betraying him to the Pax Dei, which Shirosaki doesn't realize is just a trick to confuse the onlooking squadron of angels! Atsuno powers up a big shot from his light-cross and Shirosaki partially deflects it, sending shards of hard light everywhere. In return, Shirosaki lashes out with his huge angelic sword and collapses a nearby cliff face, showing Atsuno with boulders which he tries to shoot out of the air. Shirosaki screams at him for being stupid and being the real betrayer!

ROUND 4

Shirosaki's damage is 51, he has 10♥ ready to use in his aura, and he's suffering from Berserk this round.

> [Berserk reduces his powerup by 1 (so it's 0) and prevents him from using cards valued 6-10 for expend effects]

Atsuno's damage is 68, he has 5♣ ready to use in his aura, and he's suffering from Surprise this round.

> [Surprise halves his Mind attribute, so it becomes 16 for the round (32/2 = 16), and Trick halves Skill, making it 5 (9/2 = 4.5 rounded up)]

The players draw 5 cards from their personal decks. Shirosaki draws 3 additional cards from the game deck due to his damage category and trash talk bonus. Atsuno draws 3 additional cards from the game deck as well.

Shirosaki draws 1♣, 2♣, 3♣, 4♥, 5♥, 8♠, 8♥, and 9♥.

Atsuno draws 1♠, 3♥, 3♠, 5♥, 6♥, 7♠, 8♥, and 10♦.

Shirosaki declares that he is attacking with Skill; according to Shirosaki's Style, Atsuno must defend with Mind — Shirosaki is taking advantage of the Surprise SE on his opponent!

Atsuno declares that he is attacking with Energy;

according to Atsuno's Style, Shirosaki must defend with Mind.

Shirosaki will make a combo from 1♣, 2♣, 3♣, 4♥ and 5♥. There are two possibilities for technique activation in this combo. He's played the right cards to activate the 3-card combo bonuses for his clubs (♣) technique - Hyper Speed, and the 2-card bonuses for his hearts (♥) technique – Death! Looking at his technique ranks, Shirosaki knows he has **multi-activation** for Hyper Speed, which lets him activate Hyper Speed bonuses alongside other techniques. So, he is able to activate *both* the bonuses this round!

Shirosaki will make a block from 8♠ and 8♥, which is very solid but doesn't have any technique activations.

Shirosaki has a powerup of 0 this round so he cannot powerup any cards.

Atsuno will make a combo from 5♥, 6♥, 7♠ and 8♥. The 7♠ is from his passive technique, and Atsuno checks to see if he has **combo flow** with his hearts (♥) technique – Light. He does! For this combo, he can 'skip over' that 7♠ when activating the contiguous technique cards for Light. So, this combo activates the 3-card bonuses for his Light technique!

Atsuno will make a block from 3♥ and 3♠; there is no technique activation this time.

Atsuno has a powerup of 1 and chooses to set aside the 1♠ in his aura. It's currently powering up and will be available for use next round. Also, since that card is from his passive technique, it will be a **powerup wildcard**, and can change to the suit of the Gadget technique if Atsuno wants, based on his selection when he gained that bonus.

Both players agree that they're done with their cardplay and reveal their combos and blocks.

Both players take a moment to calculate their attack and defense values.

Shirosaki is attacking with Skill, which has a value of 10. His combo of 1♣, 2♣, 3♣, 4♥ and 5♥ adds up to 15 (1 + 2 + 3 + 4 + 5 = 15) **and** he activated the 3-card combo bonuses for Hyper Speed and the 2-card bonuses for Death!

> The Hyper Speed bonuses that apply to this attack are the attack boost (x2) and the SE inflicting bonuses; 2-card combos can inflict Trick and 3-card combos can inflict Surprise. The attack boost increases his combo value by +6 (3 cards each giving a +2 bonus = +6).

> The Death bonuses are a damage boost (x2) and an SE infliction – Terror. Additionally, Shirosaki's Death combos inflict an amount of automatic damage equal to the number of activated cards, which is 2 in this case.

Shirosaki's final attack value is **31**, dealing **4** additional damage if it hits (the Death damage boost), and it inflicts Surprise, Trick and Terror and 2 automatic damage (10 + 15 + 6 = 31)!

Shirosaki is defending with Mind, which is his lowest attribute at 5. His block is 8♠ and 8♥ for +16, making his final defense value **21** (5 + 16 = 21).

Atsuno is attacking with Energy, which has a value of 19. His combo of 5♥, 6♥, 7♠ and 8♥ adds up to 26 (5 + 6 + 7 + 8 = 26) **and** he activated the 3-card combo bonuses for Light.

> Atsuno has Light at rank 5, so the bonuses that apply to this attack are the attack boost (x1) and an SE inflicting bonus. The attack boost increases his combo value by +3 (3 cards with a +1 bonus = +3). His SE bonus allows him to inflict Trick and Paralyze.

Atsuno's final attack value is **48** and it inflicts Trick and Paralyze (19 + 26 + 3 = 48).

Atsuno is defending with Mind, which has a value of 16 (normally 32, but halved this round because of the Surprise SE). He played a block of 3♥ and 3♠, which adds up to +6.

Atsuno's total defense is **22** (16 + 6 = 22).

Both players will now compare their attacks and defenses and calculate damage. All damage is dealt simultaneously, so it doesn't matter who finishes their calculations first. The players just take turns offering numbers as they see fit.

Shirosaki's attack was **31** total against Atsuno's defense of **22**. The attack has a damage bonus of +4 if it hits and 2 automatic damage, too.

Atsuno's player takes a look at this comparison and decides to use an **expend effect**! He has a 5♣ (Gadget) in his aura, and his technique says he can expend a card if he is being attacked by the Skill attribute (which he is!) and get

1/2 the card's value as a defense bonus. So, Atsuno discards the 5♣ from his aura and adds +3 to his defense (5/2, rounded up).

Atsuno's defense is now **25**. It's a small boost, but every bit counts.

The final damage to Atsuno is **12** (31 − 25 = 6 ; 6 + 4 + 2 = 10). Oh, and he's inflicted with Surprise, Trick and Terror.

Atsuno's attack was **48** against Shirosaki's defense of **21**. That's **27** damage (48 − 21 = 27). The attack also inflicts Trick and Paralyze.

The players start moving their damage markers. Shirosaki is at 51 and Atsuno is at 68. Shirosaki starts moving his marker 27 spaces to 78.

Atsuno moves his marker too, 12 spaces to 80 and he collects the power token there.

Shirosaki inflicted Surprise, Trick and Terror on Atsuno. Atsuno inflicted Trick and Paralyze on Shirosaki.

Shirosaki's player looks at the damage he's taken and is just not down with that. He really wants to win this fight, and Atsuno is pumping out huge attacks. Shirosaki activates his **archetype power** for being a Pure-Hearted Warrior!

This power allows him to heal damage, but also slightly heals his opponent. Shirosaki thinks it's worth the price. He heals 15 and Atsuno heals 5. Because this is a healing ability he had to activate it either before any cardplay or after all damage was dealt — now's the right time.

Shirosaki moves his marker back 15 spaces to 63. Atsuno moves his back 5 spaces to 75.

The round is officially over and the players discard their leftover cards and take turns describing their attacks. They also grab markers for the status effects they'll be suffering next round and remove the SEs they had this round.

Shirosaki might finally be getting Atsuno's ruse as the fight moves toward the end. Both shonen try to make their battle as convincing as possible, and hope the plan works out in the end...

SIGNATURE MOVES

This chapter details the creation and use of signature moves (SMs), the amazing mega-attacks of the shonen genre. These attacks take a lot of juice to use, but they are game-changers and fight-enders. Signature moves aren't just huge attacks; they have special effects based off the shonen's techniques and those powers help evoke the character's style and coolness. The basic info on launching SMs is repeated here, but the more detailed rules are found in the Combat! chapter.

CREATING SIGNATURE MOVES

All SMs are created from **bases** and **options**. The bases determine the starting power of the SM, and the options are extra bonuses that are unlocked via techniques. As you pump in more power tokens, both provide bigger and bigger bonuses.

Every technique has two bases: an **attribute base** and a **technique base**. To make an SM you first select your attribute base and your technique base, and the technique base **focus**. You then apply **options** gained from your techniques, if you have any. SM bases do not change during an Arc, but you can create new SMs or add options to existing ones.

Players can spend an option to create a brand new SM. The new SM starts with just an attribute base and a technique base and focus. Options can then be added as normal.

Attribute Bases

Signature moves are like normal attacks and receive a base value from one of your attributes. Each SM has only one attribute base, chosen from **Strength**, **Speed**, **Skill**, **Mind**, or **Energy**. When you launch an SM your opponent must defend with the same attribute they normally use to defend against your regular attacks with that attribute. In other words, SMs follow your **style** rules.

The attribute base also helps you imagine what the attack may look like. For example, an SM with the Strength base could be a massive mountain-shattering haymaker, while one with the Energy base might be a huge beam of raw power. Just as your normal attack descriptions are guided by your attributes, so are your SMs.

Your attribute base provides an extra value to base attack and a simple attack boosting option, detailed below. The attribute base is a key component of the SM and cannot be changed during an Arc.

Technique Bases

SMs are also related to your active techniques. The technique base you choose provides bonuses based on the PT you spend on the attack.

The technique base also guides your narration of the attack. SMs with the Fire technique base are certainly going to be blazing, hot and deadly, for example. When combined with the attribute base, you should be able to imagine a pretty clear picture of the whole attack. Imagine these examples:

> Strength + Wind could be a swirling whirlwind kick, while Speed + Wind might be a deadly super-sonic after shock. Mind + Ice could be a sinister pressure-point freezing strike, and Energy + Ice may be a blizzard of powerful snow razors.

Each technique base also has **focuses**. These are sub-options for the technique bases that provide different bonuses. Some bonuses provide high attack boosts, while others inflict SEs, and can even increase your defense. When you select your technique base you will also choose a focus, and the technique base and focus do not change during the Arc.

Options

Signature move options you receive from your technique ranks let you upgrade your SMs by adding extra bonuses.

The options all provide power based on how many PT you spend when launching the SM. Some give progressive bonuses that keep increasing based on how many PT you spend. Other bonuses are static and take effect once a certain base number of PT are spent, but don't benefit from additional tokens.

SMs may have up to 5 options.

STARTING SIGNATURE MOVES

As mentioned in the Character Creation chapter, each character starts with two signature moves.

Starting SMs have the two bases, plus any options the player wants to add from their starting technique ranks. You can add more options as the game progresses when you earn them from your techniques.

Although these SMs are created using the rules above, your two starting SMs cannot have the same technique bases. For example, if you choose a Fire signature

move as one of your starting SMs, your other starting move cannot also have a Fire technique base.

ATTACK VALUES AND POWER TOKENS

Attack Numbers

SMs work pretty much the same as normal attacks and combos, but there is no cardplay. Just like normal attacks, an SM must hit the enemy in order to activate bonuses and options like inflicting SEs or dealing special damage.

Each SM has a base attack value of 10 and gains an additional +3 to attack for every PT spent. There may be other options or bonuses from different technique bases, but each and every signature move has at least that benefit. The final SM attack value is then added to your attribute, just like a normal attack.

Additionally, all SMs get an **extra +10 bonus to attack** if the player describes the move in an entertaining way. This includes shouting the name of the attack, jumping around and mimicking the character's movements, or just providing an awesomely detailed narration of the strike.

Spending Power Tokens

All SMs require 1 PT to launch, and this PT doesn't contribute any bonuses.

All PT for the SM must be spent up front before cardplay is finalized.

Extra PT spent beyond the initial one rack up bonuses. Some of these bonuses give benefits that increase with each PT spent, such as "+3 Attack per PT", while other bonuses activate once a minimum number of PT are spent, like "inflict Paralyze if 3 PT are spent" (read below as "3 PT: Inflict Paralyze). The set-amount bonuses all activate when the minimum amount of PT or more are spent, and these bonuses combine with other similar bonuses.

DESCRIBING SIGNATURE MOVES

Just like techniques, SMs can be reskinned to match your character concept. If you've changed an active technique, such as Water to Acid, then you should definitely change the descriptions of the Water technique base too!

Describing your signature moves in a cool way gives you an attack bonus. This is to encourage the players to go wild with their narration and have some fun. We really want the players to get into creating over the top attacks with intricate uses and powers, but without overloading them with lots of mechanics or time-consuming math.

Also, they're called *signature* moves for a reason. Each one is a part of the character and helps evoke their style. They all have names and specific looks. An SM shouldn't radically change descriptions each time it's used — it should always be recognizable as "that move", even if it's gotten a boost from some options.

There a lots of signature moves in the shonen genre that are just not replicable (or suitable) for a table top RPG, but we hate taking neat options away from the players. So, *Shonen Final Burst* encourages the players to also reskin their attacks, not just their techniques. There are lots of nearly impossible moves that shonen have used through history, and if you want to have an attack with a unique or difficult to imagine effect you should just go ahead and describe it that way. Don't let the mechanics hang up your narration — say what you like, and resolve the action according to the rules.

Likewise, when an opponent declares that their signature move does something really jerkful, like turn you to stone forever, or cause you to hit yourself, or kills you if it strikes the same spot twice, you will know those things are not *mechanically* possible. They're probably just talking about how they've reskinned their status effects! However, just like the give-and-take of combat and dealing damage, it's really cool to **play along**. Go ahead and describe being turned to stone, or being utterly blinded, or whatever horrific effects the SM is meant to produce. The SEs will eventually wear off, allowing you a moment to narrate breaking out of the insidious trap, showcasing your shonen badassery!

TOO MANY SIGNATURE MOVES?

Each technique (including the passive techniques) provides 2 options for SMs. Techniques may give options at different ranks, but they all give 2 by max level.

So, there are 8 options out there to apply to your SMs or create new SMs with. You can decide for yourself if it's better to have just two SMs with focused options, or many slightly less powerful SMs with lots of variety. Bear in mind that the maximum number of options you can use on one SM is 5, so you have to have at least a little bit of variety.

MIKE'S ZEUS CRUSH

Attribute Base: Strength
[Mike's Strength is 33, with an overpower limit of 20]

Technique Base (Focus):   Electricity (Static)

Bonuses
Base Attack 10
+3 Attack per PT
2 unstoppable damage per PT
3 PT: Inflicts Cripple
4 PT: +10 Attack
6 PT: Inflicts intense Cripple
8 PT: Inflicts intense Disarm
9 PT: Allows Mike to ignore his Strength overpower limit
12 PT: Inflicts intense Wide Open

Spending 2 PT: Base 10 + 20 (Strength) + 6 (+3 attack x 2PT) + 4 unstoppable (2 unstoppable x 2PT)
     Final attack = 36, and 4 unstoppable

Spending 5 PT: Base 10 + 20 (Strength) + 15 (+3 attack x 5PT) + 10 unstoppable (2 unstoppable x 2PT) +
     Cripple (spending 3+ PT) + 10 (spending 4+ PT)
     Final attack = 55, inflicts Cripple, and 10 unstoppable

Spending 9 PT: Base 10 + 33 (Strength) + 27 (+3 attack x 9PT) + 18 unstoppable (2 unstoppable x 2PT) +
     + 10 (spending 4+ PT) + intense Cripple (spending 6+ PT) + intense Disarm (spending 8+ PT) +
     ignore overpower limit for spending 9+PT
     [note that the normal Cripple bonus is ignored, because the intense version overrides it]
     Final attack = 80, inflicts intense Cripple and intense Disarm, and 18 unstoppable

ATTRIBUTE BASES

All SMs have one attribute base, chosen from the list below. Each base has a bonus that allows you to **completely ignore your overpower limits** when you spend 9 or more PT. This allows you to apply the full value of your attribute to the attack, which really helps SMs pack a wallop!

STRENGTH

Like Strength-based attacks, these SMs are usually big physical strikes that make use of the fighter's muscles and mass.
Base Attack 10, +3 per PT
     3 PT: Inflict Cripple
     6 PT: Inflict intense Cripple
     9 PT: Ignore Strength overpower limit

SPEED

Speed-based SMs harness the character's incredible swiftness. They are often "right-behind-you"-type surprises or crashing charges of raw momentum.
Base Attack 10, +3 per PT
     3 PT: Inflict Paralyze
     6 PT: Inflict intense Paralyze
     9 PT: Ignore Speed overpower limit

SKILL

Signature moves based on Skill emphasize the world-class training of the shonen, and they often surpass anything possible by normal fighters.
Base Attack 10, +3 per PT
     3 PT: Inflict Trick
     6 PT: Inflict intense Trick
     9 PT: Ignore Skill overpower limit

MIND

Mind-based SMs are usually terrible traps or the strike that comes after a huge, intricate set up. Just like Mind attacks, they can be many kinds of cunning offenses.

Base Attack 10, +3 per PT

> 3 PT: Inflict Surprise
> 6 PT: Inflict intense Surprise
> 9 PT: Ignore Mind overpower limit

ENERGY

SMs with the Energy base tend to be huge beams or waves of energy. When combined with the various elemental techniques, nearly anything can happen.

Base Attack 10, +3 per PT

> 3 PT: Inflict Drain
> 6 PT: Inflict intense Drain
> 9 PT: Ignore Energy overpower limit

TECHNIQUE BASES

All SMs have one technique base, chosen from the list below. Each base has a number of focuses, and one is chosen for each SM. The technique base bonuses activate when you spend a set amount of PT (or more).

BEAST

Call — Summons up a huge pack of vicious animals, or one massive champion monster.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Evolve — Enhances the fighter's loyal animal, increasing its size, speed and power.

> 4 PT: Inflict intense Terror
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Morph — Radically changes the shonen, growing powerful teeth or slashing claws.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Terror
> 12 PT: Inflict intense Berserk

DEATH

Entropy — Erodes the enemy's defenses and strength with withering energy.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Hopeless
> 12 PT: Inflict intense Terror

Incarnate — Imbues the fighter with life-ending power, making them a walking avatar of death.

> 4 PT: Inflict intense Terror
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Ruin — Blasts the target with soul-draining darkness.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

DUST

Choke — Strangles the enemy with cubic tons of ash and smoke.

> 4 PT: Inflict intense Wide Open
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Hurricane — Calls down a swirling storm of slashing shards.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Obscure — Covers the battlefield in a blanket of confusing dust, hiding the shonen and blinding his enemy.

> 4 PT: Inflict intense Wide Open
> 8 PT: +10 Defense
> 12 PT: Inflict intense Disarm

EARTH

Avalanche — Drops a mountain of boulders on the opponent, disrupting and battering them.

> 4 PT: Inflict intense Hopeless
> 8 PT: +10 Defense
> 12 PT: Inflict intense Berserk

Quake — Rips the ground open beneath the enemy's feet.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Wall — Pops up dozens of barriers, blocking the shonen and trapping his enemy.

> 4 PT: +10 Attack
> 8 PT: +10 Defense
> 12 PT: +10 Defense

ELECTRICITY

Induction — Channels massive energy through the shonen and back into their opponent.

    4 PT: Inflict intense Disarm
    8 PT: +10 Attack
    12 PT: +10 Attack

Lightning — Unleashes a sky-shattering bolt of pure electricity.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

Static — Charges the fighter with stunning passive voltage.

    4 PT: +10 Attack
    8 PT: Inflict intense Disarm
    12 PT: Inflict intense Wide Open

FIRE

Blaze — Blasts the opponent with sun-level heat.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

Ignite — Turns the air around the enemy into burning, unquenchable plasma.

    4 PT: Inflict intense Terror
    8 PT: +10 Attack
    12 PT: +10 Attack

Phoenix — Revitalizes the shonen and demoralizes his enemy.

    4 PT: Inflict intense Hopeless
    8 PT: +10 Defense
    12 PT: Inflict intense Wide Open

FOCUSED ENERGY

Beam — Unleashes a piercing beam of raw power.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

Halo — Wraps the shonen or his opponent in a wave of concentrated energy.

    4 PT: +10 Attack
    8 PT: +10 Defense
    12 PT: +10 Defense

Scatter — Shoots dozens of exploding and disorienting energy bombs.

    4 PT: Inflict intense Hopeless
    8 PT: +10 Attack
    12 PT: +10 Attack

GADGETS

Overload — Boosts the power of a gadget to deadly levels.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

Prototype — Makes use of an experimental and dangerous weapon.

    4 PT: Inflict intense Disarm
    8 PT: +10 Attack
    12 PT: +10 Attack

Rewire — Adapts the fighter's gadgets on the fly to suit his current opponent.

    4 PT: +10 Attack
    8 PT: Inflict intense Berserk
    12 PT: Inflict intense Disarm

GRAVITY

Alter — Drastically changes gravity orientation, confusing the enemy.

    4 PT: +10 Attack
    8 PT: Inflict intense Paralyze
    12 PT: Inflict intense Wide Open

Nullify — Completely eliminates the target's weight to throw them off balance.

    4 PT: Inflict intense Paralyze
    8 PT: +10 Defense
    12 PT: Inflict intense Berserk

Singularity — Crushes the enemy with their own mass.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

HOLY

Retribution — Repays the enemy with righteous justice.

    4 PT: Inflict intense Hopeless
    8 PT: +10 Attack
    12 PT: +10 Attack

Smite — Imbues the shonen with punishing energy to strike their opponent's evil soul.

    4 PT: +10 Attack
    8 PT: +10 Attack
    12 PT: +10 Attack

Stun — Staggers the opponent with a blast of purity.

    4 PT: +10 Attack
    8 PT: Inflict intense Berserk
    12 PT: Inflict intense Terror

HYPER SPEED

Fast Forward – Speeds up the fighter's attacks, blurring their strikes.

       4 PT: +10 Attack

       8 PT: Inflict intense Disarm

       12 PT: Inflict intense Wide Open

Momentum – Smashes the enemy with a high velocity charge.

       4 PT: +10 Attack

       8 PT: +10 Attack

       12 PT: +10 Attack

Teleport – The shonen moves so fast they appear in impossible and surprising places.

       4 PT: Inflict intense Wide Open

       8 PT: +10 Attack

       12 PT: +10 Attack

ICE

Barrier – Creates a sharp-edged shield of chilling frost.

       4 PT: +10 Attack

       8 PT: +10 Defense

       12 PT: +10 Defense

Freeze – Traps the opponent in a tomb of deadly frost.

       4 PT: +10 Attack

       8 PT: Inflict intense Hopeless

       12 PT: Inflict intense Wide Open

Spike – Produces a horrific spear of frozen water that pierces the enemy and freezes their blood.

       4 PT: +10 Attack

       8 PT: +10 Attack

       12 PT: +10 Attack

ILLUSION

Confuse – Mixes up the enemy, causing him to swing wildly or even attack himself.

       4 PT: +10 Attack

       8 PT: +10 Defense

       12 PT: +10 Defense

Horrify – Inflicts mind-bending nightmares on the opponent.

       4 PT: +10 Attack

       8 PT: Inflict intense Hopeless

       12 PT: Inflict intense Wide Open

Misdirect – Hides the shonen from the enemy by totally warping their senses.

       4 PT: +10 Attack

       8 PT: +10 Attack

       12 PT: +10 Attack

LIGHT

Beacon – Marks and infuriates the enemy with shifting wavelengths.

       4 PT: +10 Attack

       8 PT: Inflict intense Berserk

       12 PT: Inflict intense Terror

Flash – Blinds the enemy and sets them up for a huge surprise strike.

       4 PT: Inflict intense Berserk

       8 PT: +10 Defense

       12 PT: Inflict intense Disarm

Laser – Lances the opponent with a beam of photons.

       4 PT: +10 Attack

       8 PT: +10 Attack

       12 PT: +10 Attack

MEGA MIND

Demoralize — The shonen terrorizes and outclasses the enemy at every turn.

> 4 PT: Inflict intense Hopeless
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Exploit — Strikes the opponent at the weakest point.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Strategy — Sets up a series of nearly impossible tricks and tactics to overwhelm the enemy.

> 4 PT: Inflict intense Wide Open
> 8 PT: +10 Defense
> 12 PT: Inflict intense Berserk

PLANT

Absorb — Sucks the life energy from the enemy with thirsty vines.

> 4 PT: +10 Attack
> 8 PT: +10 Defense
> 12 PT: +10 Defense

Grow — Taps into the power of nature to enlarge the shonen or local plants.

> 4 PT: Inflict intense Paralyze
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Strangle — Wraps roots and branches around the enemy's throat.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

POISON

Dissolve — Melts the enemy's muscles, causing terrible pain and spasms.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: Inflict intense Cripple

Numb — Causes widespread and possibly permanent paralysis.

> 4 PT: Inflict intense Paralyze
> 8 PT: +10 Attack
> 12 PT: Inflict intense Cripple

Weaken — Debilitates the opponent with a unique mixture of rare venoms.

> 4 PT: +10 Attack
> 8 PT: +10 Defense
> 12 PT: +10 Defense

PRODIGY SKILL

Parry — Showcases the amazing talent of the shonen with a perfect block and counter.

> 4 PT: +10 Attack
> 8 PT: +10 Defense
> 12 PT: +10 Defense

Reaction — Makes the fighter a perfect mirror of their opponent.

> 4 PT: Inflict intense Disarm
> 8 PT: +10 Defense
> 12 PT: Inflict intense Wide Open

Strike — Focuses all the ability of the shonen into an ultimate attack.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

PSYCHIC

Control — Seizes control of the enemy's mind.

> 4 PT: +10 Attack
> 8 PT: Inflicts intense Berserk
> 12 PT: Inflicts intense Terror

Incapacitate — Shuts down the higher functions of the opponent, leaving him a drooling mess.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Predict — Heightens the shonen's aim by reading the opponent's surface thoughts.

> 4 PT: Inflicts intense Berserk
> 8 PT: +10 Attack
> 12 PT: +10 Attack

SHADOW

Misdirect — Distracts the enemy with a shadow double, setting him up for a sneak attack.

> 4 PT: Inflict intense Wide Open
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Shroud — Hides the fighter from sight, allowing him to terrorize his enemy.

> 4 PT: Inflict intense Terror
> 8 PT: +10 Defense
> 12 PT: Inflict intense Hopeless

Smother — Chokes the enemy with tangible shadows.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

SONIC

Distort – Unbalances the opponent's inner ear with subsonics and false sounds.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Disarm
> 12 PT: Inflict intense Wide Open

Shatter – Blasts the enemy with thousands of decibels.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Vibration – Shakes apart or liquefies the enemy's defenses.

> 4 PT: Inflict intense Disarm
> 8 PT: +10 Attack
> 12 PT: +10 Attack

SPECIAL SENSE

Deprive – Turns off one or more of the enemy's senses, leaving them helpless.

> 4 PT: Inflict intense Drain
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Enhance – Increases the fighter's special sense and lets him target secret pressure points.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Mystify – Feeds the opponent fake sensory impressions.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Cripple
> 12 PT: Inflict intense Berserk

SUMMON

Champion – Calls up an unusually powerful creature or thing.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Swarm – Produces a storm of hundreds of objects or beings.

> 4 PT: Inflict intense Wide Open
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Unlimited – Tires and overwhelms the enemy with a limitless army of summoned objects or creatures.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Wide Open
> 12 PT: Inflict intense Disarm

SUPER STRENGTH

Crush – Squeezes the life out of the enemy with an unbreakable grip.

> 4 PT: Inflict intense Disarm
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Endure – Ignores all damage to walk right up to the enemy and deliver an unbelievable blow.

> 4 PT: +10 Attack
> 8 PT: +10 Defense
> 12 PT: +10 Defense

Smash – Wrecks the enemy with the mightiest punch ever.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

TIME

Pause – Stops the opponent dead in his tracks.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Rewind – Goes back a few moments to re-attack with better results, to the enemy's disbelief.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Surprise
> 12 PT: Inflict intense Cripple

SlowMo – Moves so swiftly through the time-stream that everything else is nearly frozen.

> 4 PT: Inflict intense Surprise
> 8 PT: +10 Defense
> 12 PT: Inflict intense Trick

UNNATURAL BODY

Articulation – Bends the shonen's limbs in impossible and terrifying ways.

> 4 PT: +10 Attack
> 8 PT: Inflict intense Disarm
> 12 PT: Inflict intense Terror

Composition – Quickly alters the shonen's unnatural body into a different material.

> 4 PT: +10 Attack
> 8 PT: +10 Attack
> 12 PT: +10 Attack

Mutate – Causes the shonen's opponent to suffer from uncontrollable body changes.

> 4 PT: Inflict intense Terror
> 8 PT: +10 Attack
> 12 PT: +10 Attack

WATER

Bubble – Encloses the enemy in a water trap, dampening their strength.

> 4 PT: +10 Attack
>
> 8 PT: +10 Defense
>
> 12 PT: +10 Defense

Cascade – Blasts the enemy with endless, pounding waves.

> 4 PT: +10 Attack
>
> 8 PT: +10 Attack
>
> 12 PT: +10 Attack

Riptide – Pushes, pulls and batters opponents with swirling tides.

> 4 PT: +10 Attack
>
> 8 PT: Inflict intense Wide Open
>
> 12 PT: Inflict intense Terror

WIND

Cyclone – Whips up an unstoppable storm that throws the enemy into walls and objects.

> 4 PT: +10 Attack
>
> 8 PT: +10 Attack
>
> 12 PT: +10 Attack

Gale – Knocks away the opponent with a focused spear of wind.

> 4 PT: Inflict intense Berserk
>
> 8 PT: +10 Defense
>
> 12 PT: +10 Defense

Pressure – Blasts air up or down around the enemy, keeping them unbalanced.

> 4 PT: +10 Attack
>
> 8 PT: Inflict intense Disarm
>
> 12 PT: Inflict intense Berserk

OPTIONS

Players may apply **signature move options** gained from their techniques to their SMs. Unless noted, each option can only be purchased once for a specific SM, and the maximum number of options an SM can have is 5.

Most options provide progressive bonuses, which increase depending on how many PT you spend. These are noted as "Per 'X' PT: [Effect]". Only whole numbers apply to spent PT, and no values are rounded. For example:

> An option reads "Per 3 PT: Deal +50 damage", and you only spend 2 PT on the SM. This bonus does not activate. If you instead spent 5 PT, the bonus would activate. If you spent 6 PT, the bonus would activate twice (6 / 3 = 2), giving you +100 damage.

[Status Effect] Strike

The SM inflicts a powerful SE.

The SE inflicted by this option is chosen when the option is applied. This option can be purchased multiple times for different SEs.

> 1 PT: Inflict normal [SE]
>
> 3 PT: Inflict intense [SE]

Absorbing Attack

The SM converts some of the enemy's attack to healing energy and gives it to the shonen.

> Per 1 PT: Heal 3 damage, but only if your attack does not hit. This explicitly works with SMs that lose a counter.

Dissipate Power

The attack freezes the opponent's built up power.

> Per 2 PT: Locks 1 of the enemy's PT next round, preventing it from being used.

Homing Blast

The attack follows the enemy no matter how fast they are.

> Per 1 PT: Deal 2 automatic damage.

Lingering Effect

The status effects inflicted by the SM last longer.

> Per 3 PT: An SE inflicted by the attack lasts one more round after the initial round of suffering.
>
> For normal SEs, the victim suffers the effect for 2 rounds unless it is removed.
>
> For intense SEs, the victim suffers the intense effect for 2 rounds, and then the normal effect for 1 round, unless it is removed.

Oppressive Attack

The SM overwhelms the enemy's ability to store power.

> Per 2 PT: Reduce the enemy's powerup score next round by 1.

Reflective Field

The SM bounces some of the opponent's power back.

> Per 1 PT: Reflect 1 damage, but only if the SM does not hit. This explicitly works for SMs that lose a counter.

Resurgent Maneuver

The SM burns status effects off the shonen with a massive display of power.

> Per 2 PT: Remove and ignore one intense SE that you can inflict using this SM. This bonus is activated immediately (as per SE removal priority) and takes effect even if the SM misses or is countered.

Revenge Strike

The attack cunningly inflicts damage even if it fails to hit.

> Per 1 PT: Deal 4 automatic damage, but only if the SM does not hit. This explicitly works for SMs that lose a counter.

Shielding Blast

The move creates a defensive effect for the shonen.

This option can be applied multiple times, each time increasing the damage absorbed/reduced by +1.

> Per 1 PT: Reduce the amount of automatic and unstoppable damage you receive this round by 1. This bonus takes effect even if the SM misses.

Unstoppable Attack

The SM burns through or pierces the enemy's defenses.

This option can be applied multiple times, each time increasing the unstoppable damage applied by +2.

> Per 1 PT: Deal 2 unstoppable damage.

Vampiric Move

The SM sucks out the enemy's lifeforce and transfers it to the shonen.

> Per 1 PT: Heal 2 damage, but only on a successful attack.

Variable Tactics

The SM can target a different attribute than the one normally used in your style.

When this option is purchased the player selects two attributes, assigning one to the "2 PT" bonus and one to the "4 PT" bonus. When the SM is launched the attacker announces which attribute the opponent must use to defend as chosen from the extra targetable attributes or the normal attribute the SM should strike.

This option can be purchased twice, which would allow the SM to potentially target any attribute.

> 2 PT: The SM may target [Attribute]
> 4 PT: The SM may target [Attribute]

EXAMPLE SIGNATURE MOVES

Here are two SMs from Spiral and Crow, some of the characters from the *"Spiral Squire"* primetime universe. These examples will illustrate how their beginning signature moves were made, and what they look like after they've had some unlocks applied.

SPIRAL

One of his starting SMs is **Tempo Tag Team**, which harnesses his time manipulation powers to grab versions of himself from a few seconds in the past and future. These tempo-copies then join him in the attack, wrestling his enemy to the ground and pounding on them in Spiral's typical brash way.

Bases
Attribute: Strength
Technique: Time (Focus – Pause)

Options
Spiral has no options from his techniques at beginning of the Arc.

Signature Move: TEMPO TAG TEAM

Base Attack 10
+3 Attack per PT
3 PT: Inflicts Cripple
4 PT: +10 Attack
6 PT: Inflicts intense Cripple
8 PT: +10 Attack
9 PT: Allows Spiral to ignore his Strength overpower limit for the attack
12 PT: +10 Attack

Pretty straightforward! Spiral chose his attribute base as Strength, because that's his best attribute and he liked the idea of a messy, full-body beatdown as a signature move. He also picked the Time technique base and the Pause focus, which will really boost his damage.

CROW

One of his starting SMs is **Via Volcanus**, a cunning hand strike wreathed in fire. If the flame so much as touches the opponent, they'll ignite and burn for hours. Crow carefully sets up this move and uses his immense martial abilities to score a light, but deadly, hit.

Bases
Attribute: Skill
Technique: Fire (Focus − Ignite)

Options
Crow has four SM options from his starting technique ranks.
He applies two to this signature move:
Drain Strike   ([Status Effect] Strike)
Unstoppable Attack

Signature Move: *VIA VOLCANUS*

Base Attack 10
+3 Attack per PT
2 unstoppable damage per PT
1 PT: Inflicts Drain
3 PT: Inflicts Trick
3 PT: Inflicts intense Drain
4 PT: Inflicts intense Terror
6 PT: Inflicts intense Trick
8 PT: +10 Attack
9 PT: Allows Crow to ignore his Skill overpower limit for the attack
12 PT: +10 Attack

This attack has more options than Spiral's and inflicts more status effects. Crow chose his attribute base as Skill because that's his best attribute. The Fire technique base and Ignite focus were selected because they sounded neat and they allow him to inflict an SE while still dealing lots of damage. Finally, the Drain Strike option was added to soften up the opponent and Overwhelming Attack was put on to really get that "fiery fist of doom" feeling.

TRANSFORMATIONS

This chapter will guide you through the process of making the awesome advanced battle-forms of your *Shonen Final Burst* character. Transforming provides your character with amazing power by surprising your enemies and changing the way you fight for the rest of the battle. The rules for creating transformations are here along with a basic guide for how and when to transform; some more detailed transformation rules are also found in the Combat! chapter.

TRANSFORMATION OVERVIEW

The rules and options for creating your transformations are below in the "Creating Transformations" section. Here is the basic info on using and conceptualizing transformations, before we get into the nitty gritty.

Transformations are designed and finalized before an Arc officially starts. Through the course of the Arc the players will receive **transformation unlocks** from their techniques that allow them to access the power they have already designed.

Forms and Stages
The first step in designing your transformations is to decide how many **forms** you have. Forms are the big overall changes the transformation can make to your body or fighting style, like having a really strong form made of metal, or a really fast form entered by removing training weights.

You may choose to have **one**, **two** or **three forms**.
This selection cannot be changed during an Arc.

The number of forms you choose will determine the number of **stages** the forms have. Stages are the incremental levels of power you can reach within the form. For example, the metallic form mentioned above could grow larger each stage, maybe sprouting spikes or manifesting body-weapons.

If you have **one form,** that form has **five stages**.
If you have **two forms**, both forms have **four stages**.
If you have **three forms**, each form has **three stages**.

Forms provide concentrated power and bonuses that build up over the stages. Having only one form allows you to reach the highest stage of power with very focused bonuses. Having multiple forms provides good bonuses (though not the highest) and gives you much more versatility.

Transformation Concept
Transformations, forms and stages can be imagined as nearly anything that radically enhances or changes a character's fighting ability. There are tons of examples of transformations in dozens of series, and very few of them are exactly alike. Transforming doesn't have to physically alter a character's appearance, though many

of them do. Stages don't have to look drastically different as they increase, but it does happen.

Transformations happen during a battle and are supposed to be surprising. Because of that, you should try to imagine your transformations in the same way. When a character transforms it should be announced and accompanied by declarations of their new level of power and jaw dropping shock – subtlety is not as fun.

Here are some examples of transformations, forms and stages:

> In *Galaxy Star X,* some alien warriors can transform into Hyper Moonkeys! This form continues to change appearance through its stages by growing bigger muscles and crazy glowing hair.
>
> In *Big Treasure,* the master swordsman Raza transforms by wielding a third katana in his mouth. This form doesn't change appearance at higher stages, but the fighter still continues to get more powerful.
>
> In *White,* Ruliel transforms by unleashing the power of her Soul Sword. Her blade of ice and snow wraps her in an iconic blizzard of slashing icicles. This form changes appearance drastically at each stage as more sword power is released.
> On the other hand, Shirosaki Sanshiro has two forms, one for his Angelic Soul Sword release and another for his Demonic powers. These forms are extremely different, one being nearly pure white and the other stark black. Additionally, his Angelic form boosts his Speed while his Demonic form focuses his Strength.
>
> In *Spiral Squire,* Crow transforms by activating his powerful Mirror Eye technique that allows him to copy moves. This form doesn't change too much between stages.
> After a few Arcs Crow decides to take on a second form. The second form taps into the power of a horrible Curse-Seal placed on him. It provides different powers than his Mirror Eyes and it changes appearance between stages by spreading and covering more of his body.

Unlocking Stages

Transformations are designed at the start of the Arc but they're not fully accessible. Each form starts with its **stages locked** – it's not ready to use even if the shonen saves up enough PT and cards. To unlock the stages the character must use **transformation unlocks**, which are gained through their technique ranks. The character can then transform up to that stage when a stage is unlocked. Unlocks are permanent for the Arc.

The active techniques all provide 1 transformation unlock by 9th rank. Some have unlocks available early on, and others not until later. The passive techniques all provide 2 transformation unlocks by 8th rank in the same way. In total, a character can have 5 transformation unlocks.

Using a transformation unlock opens up the lowest locked stage of a form. **Each form is separate,** so characters with multiple forms must spread their unlocks around to gain access to their various transformations.

Transformation unlocks applied later in the Arc gain a special bonus and unlock extra stages. The first, second and third transformation unlocks only open one stage. The **fourth unlock opens two stages**, and the **fifth unlock opens three stages**. These extra stages can be **split between different forms**. This is crucially important for characters with multiple forms, who just wouldn't have enough unlocks to go around otherwise.

TRANSFORMING!

Transforming is done in battle and it requires powered up cards and power tokens. It also requires the stages of the transformation to be unlocked. Once a character is transformed they stay transformed for the whole battle. Characters can increase their stage or switch forms for further cost.

The detailed process is located in Combat! chapter, but here is a brief rundown. Characters must spend **PT equal to 3 times** the stage level they want to transform to, and **one powered up card** ≥ 5 from their passive technique for each stage level as well. Transforming from normal to Stage One would therefore cost 3 PT and 1 card, and transforming from Stage Two to Stage Three would cost 9 PT and 3 cards. Characters can transform through multiple stages in one round by combining the costs. This is expensive, but it allows for a sudden mega-increase in power.

If the player provides a cool description of the transformation or an awesome monologue about how the enemy hasn't seen his "true power", then reduce the PT cost by 1. If the character is transforming to stage four or five and the narration is entertaining, then reduce the PT cost by 2.

While transformed you receive **all the bonuses for your current stage and all the stages below it.** Players can transform at any time during the round before final damage is counted. The transformation bonuses take effect immediately after you pay the cost to transform, unless specifically noted. This means that any attribute bonuses you would receive instantly apply to your attack and defense, for example. Extra details on transformation timing can be found in the Combat! chapter under the "Transformation Timing" and "When to Activate Abilities" sections.

Switching Forms

Characters with multiple forms can **switch between them** by paying a cost of 1 PT and one powered up passive technique card of any value. You may switch forms once per round. Characters that switch forms maintain their current stage, unless their new form's stages are still locked. If you switch into a form that has fewer unlocked stages, you can only access the open ones. If you switch back to a "higher" form later in the same fight you can resume the highest stage you reached for that form. You may switch forms and increase your transformation stage in the same round, if you can afford it.

Transformation Upkeep

You may stay transformed after a battle and begin the next fight already powered up if you pay **transformation upkeep**. It costs 1 PT per stage to remain transformed between fights. If you cannot afford the full cost (or don't want to), you can drop down to a lower stage and pay that reduced upkeep instead. Building back up to the higher stages will cost the normal amount in the next fight.

Characters can't switch between forms outside of battle. The form they end the match in is the one they may select to upkeep.

CREATING TRANSFORMATIONS

Players create their transformations before the Arc begins. You create your transformations by selecting a number of bonuses for each stage and each form. **These bonuses are selected and set for specific stages, one stage at a time.** The transformation-creation is finished once all the bonuses have been selected for every form and all its stages. The character then proceeds through the Arc and unlocks their stages, as mentioned above. Once selected, the bonuses cannot be changed during the Arc, even if they haven't been unlocked yet! Characters can change their transformations between Arcs, even changing the number of forms they have, to represent character development.

A transformation provides a number of passive bonuses while it is activated, called **inherent bonuses**. These are perks you get just for being transformed. The other bonuses are chosen by the player from the list, as per the box below. Remember, these bonuses are allocated to specific stages, so you gain access to them incrementally as you unlock your power.

There are some bonuses that cannot be selected for lower stages. A bonus will note if it can only be selected at a certain stage or above. Some bonuses may only be selected a certain number of times per form, which will also be noted. Finally, there are super powerful **unique bonuses** that can only be selected once per form. Choosing one prevents you from selecting any other unique bonuses for that form.

Number of Bonuses Per Stage
- ○ 2 bonuses for Stage One, and Inherent Bonuses
- ○ 2 bonuses for Stage Two
- ○ 2 bonuses for Stage Three
- ○ 3 bonuses for Stage Four
- ○ 4 bonuses for Stage Five

TRANSFORMATION BONUSES

Inherent Transformation Bonus
Every form receives the following bonuses:
+1 Draw from the game deck
+1 to powerup
Amazing [Attribute]

Advanced [Technique] Combo Flow
The character's control over his powers nears perfection and he is able to meld and combine his techniques better.
Effect: Select one active technique when you choose this bonus. When active, this bonus lets cards of that technique act like passive technique cards with combo flow. Essentially, cards of the selected technique don't interrupt other cards that are trying to make combos, and still count as normal cards of their technique.
This bonus may only be selected at Stage Three or higher. This bonus may be selected multiple times, but only once per stage.

Amazing [Attribute]
The character's power reaches unimaginable heights and keeps on growing as he continues to transform.
Effect: Select one attribute. If the attribute is ≥ 20 this bonus increases that attribute by (x4) the stage you are currently in. This bonus has no effect on attributes that are not ≥ 20.
All forms automatically gain one version of this bonus from the inherent transformation bonuses. You may select this bonus additional times for different attributes.

[Attribute] Equalization
The shonen's new form greatly increases one of his attributes, changing a weakness into a strength.
Effect: Select one attribute that is not ≥ 20 when you choose this bonus. When active, this bonus increases that attribute to 25.
This bonus may only be selected once per form.

Dangerous Form
Sometimes a character's transformation is more than their body can handle!
Effect: Choose one attribute when this bonus is selected. That attribute receives a bonus equal to the number of powered up cards in the shonen's aura.
This bonus may be selected multiple times for different attributes. Additionally, this bonus may be selected a second time for one attribute at Stage Four or higher, and a third time for the same attribute at Stage Five. These selections stack and double or triple the bonus, respectively.

Down, But Never Out
In his transformed state, the shonen can't be defeated by common enemies. He can get back up from almost any injury, and his friends' are boosted by his unbeatable attitude.
Effect: While active, the shonen gains one extra ally call-in per fight. This allows him to call-in an ally twice if desired. Additionally, all healing he receives is increased by 10. The damage barrier at 190 becomes utterly absolute, just like the final damage barrier. Finally, the damage he receives once he is in the final damage category is reduced by 30, to a minimum of 1.
This bonus may only be selected once per form, at Stage Four or higher.

Energy Nova

The shonen's transformation multiplies his inner power to levels that could destroy a planet. Characters with Energy Nova are walking reactors of limitless power.

Effect: Increase Energy by 10 and the Energy overpower limit by 10. Additionally, whenever you inflict Drain or Terror you can inflict the intense version instead.

This is a unique bonus. This bonus may only be selected once, at Stage Three of higher.

Enhanced [Technique]

The shonen's techniques are amplified through his new form, greatly increasing their power.

Effect: Select one active technique when you assign this bonus. That technique has its rank artificially increased by 5 and its attack, defense and damage boosts increased by 1. The artificial rank increase affects the rank value for attribute boosts and any effects that allow you to add your rank to attack, defense or damage, and similar mechanics. It does not provide access to new bonuses, unlocks or options. This bonus can increase a technique beyond rank 10.

This bonus may be selected multiple times, but only once per technique.

Final Strength

The shonen's transformation greatly boosts his muscle power and damage resistance. Characters with Final Strength are easily among the strongest in the universe.

Effect: Increase Strength by 10 and the Strength overpower limit by 10. Additionally, whenever you inflict Cripple or Disarm you can inflict the intense version instead.

This is a unique bonus. This bonus may only be selected once, at Stage Three of higher.

Flexible Attack

This transformation allows the shonen to attack with stunning combinations of attributes.

Effect: Select one of your attributes when you pick this bonus. That attribute can now strike one other attribute that you select when you pick this bonus in addition to what it normally strikes base on your style. For example:

> You have a combat style with Strength attacking Energy, and a Flexible Attack bonus allowing Strength to also attack Speed. When you attack with Strength, you may choose for your opponent to either defend with Speed or Energy.

You declare which attribute your opponent must defend with at the normal time; this bonus doesn't let you change the target at the last minute.

This bonus may only be selected once per attribute.

Hyper Powerup

A form with this bonus has the ability to gather energy at dangerous rates, wrapping the shonen in a visible display of power.

Effect: Increase your powerup score and aura by +2 when this bonus is active. Additionally, you can increase the value of any card used for an expend effect by +2.

This bonus may be selected multiple times.

Light Speed

The shonen's transformation increases his speed and reaction time to cosmic levels. Characters with Light Speed laugh at the laws of physics.

Effect: Increase Speed by 10 and the Speed overpower limit by 10. Additionally, whenever you inflict Paralyze or Wide Open you can inflict the intense version instead.

This is a unique bonus. This bonus may only be selected once, at Stage Three of higher.

Master Tactician

The shonen's transformation turns his mind into a strategic supercomputer. Characters with Master Tactician are insanely brilliant and their plans defy probability.

Effect: Increase Mind by 10 and the Mind overpower limit by 10. Additionally, whenever you inflict Surprise or Hopeless you can inflict the intense version instead.

This is a unique bonus. This bonus may only be selected once, at Stage Three of higher.

Partner Power Enhancement

Some shonen develop forms specifically to synergize with their friends' powers. This bonus enhances the fighter's ability to defend his allies and dish out massive punishment to Bosses and enemies that gang up on you.

Effect: Increase your final attack by +8 when leading a tag-team attack. Additionally, when you use tag-team defense you reduce the final damage you receive by 8 and also reduce any unstoppable damage by 8 as well.

This bonus may be selected multiple times.

Perfect Talent

The shonen's transformation unleashes his full martial potential. Characters with Perfect Talent are simply the best in the world at their chosen fighting arts.

Effect: Increase Skill by 10 and the Skill overpower limit by 10. Additionally, whenever you inflict Trick or Berserk you can inflict the intense version instead.

This is a unique bonus. This bonus may only be selected once, at Stage Three of higher.

Reserve Power

Getting beaten on is not a concern for the shonen anymore. He just gets stronger and stronger the more savage his opponent is.

Effect: While this bonus is active, you may draw three extra cards from the game deck on the round after receiving a power token from the damage track. One of these three cards must be powered up, which doesn't count against your normal powerup limit.

This bonus may only be selected once per form.

Signature Move Mastery

The shonen's new form unlocks the highest secret powers of his signature moves.

Effect: This bonus provides extra PT equal to your current transformation stage after an SM is launched. This extra PT is added before a burst or counter. Additionally, increase the values of cards used for counters or bursts by +1.

This bonus may only be selected once per form.

[Status Effect] Resistance

A particular condition no longer impairs the shonen; their new form is partially immune to a status effect.

Effect: Select one SE. When active, this bonus makes you immune to normal versions of that SE. You immediately remove the SE if you are suffering from it. This bonus doesn't have an effect on intense SEs, but once an intense SE downgrades to its normal version it is removed by this bonus.

This bonus may only be selected at Stage Two or higher. This bonus may be selected multiple times, but only once per stage.

[Technique] Power Focus

The shonen's transformation radically changes their normal power set, shutting down one of their techniques to boost the others.

Effect: Select one active technique when you pick this bonus. You lose access to all cardplay bonuses from that technique, including expend effects. In exchange, cards of that technique become wild cards when used in a combo or block (but not in the aura for expend effects or SMs). Wild cards can be changed into any suit you desire, except back to the abandoned technique suit.

This bonus may only be purchased at Stage Four or higher, and only once per stage.

Transformed Combat Style

The character's form works much more differently than his regular body, so he adapts a new combat style to better suit his new powers.

Effect: Design a combat style when you choose this bonus. When active, replace your normal style with the new one.

This bonus may only be selected once per form.

Ultimate Form

If there is a final level of power, the shonen has reached it. Even Bosses fear righteousness of this magnitude.

Effect: While active, this bonus allows the character to draw an extra card from the game deck each round and increases his powerup score by 2. Additionally, all his overpower limits are increased by 5. Finally, the shonen receives an additional 2 PT for his SMs. These extra PT are added in last, even after a burst or counter.

This bonus may only be selected at Stage Five, and only once.

EXAMPLE TRANSFORMATION

Here is the transformation for Ruliel, the Fallen Angel of Blizzards from the *White* Universe. Her stats are included below to illustrate the changes in her power as she transforms. Like all shonen, Ruliel has her full transformation designed at the start of the Arc. All the stages are locked, though. Her techniques provide unlocks at the following ranks: Water at 6, Ice at 9, Focused Energy at 6, and Enochian Magic (reskinned Mystic Arts) at 7 and 9. Our angel is a bit of a late bloomer. Based on her starting stats she'll only be able to reach Stage One if she pumps three ranks into Water!

For this example we'll assume that Ruliel increases her technique ranks in the most efficient way to get transformation unlocks. First she'll increase Water to 6, then Enochian Magic to 7, then Focused Energy to 6, and finally Ice to 9. The stat block you see below shows Ruliel after the increase to Rank 6 of Water, for simplicities' sake.

RULIEL

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank /	C. Flow /	P. Wild
Strength	6	20	Strength	♥: Water	6		
Speed	8	20	Energy	♣: Ice	4		
Skill	18	20	Speed	♦: Focused Energy	2		X
Mind	11	20	Skill	♠: Enochian Magic	2		
Energy	22	20	Mind	Powerup / Aura	2 / 3		

ANGELIC ASCENSION

Ruliel has only one form, Angelic Ascension. She can release and absorb the power of her Soul Sword, stepping closer to becoming an Archangel. As she increases her transformation stage she focuses her icy powers, growing wings of frost shards. Ruliel is eventually surrounded by a halo of snow-like energy at her highest levels.

Here's how Ruliel's transformation was designed.

Stage 1

Ruliel fights well with both Skill and Energy, but her player wants to focus on Energy for her transformation. All transformations receive Amazing [Attribute] for free, so it's assigned to Energy in this case. The first stage also gets two other bonuses. Dangerous Form is selected, also keyed to Energy. Ruliel also gets Flexible Attack for Energy, allowing it to also attack Strength. This is super smart because her lowest attribute, Strength, is styled to attack Strength. This could let her exploit an opponent's weakness better.

Inherent Bonuses: +1 Draw, +1 powerup, Amazing Energy
Selected Bonuses: Dangerous Form [Energy]
                       Flexible Attack [Energy>Strength]

When Ruliel transforms to Stage One her stats become:

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank /	C. Flow /	P. Wild
Strength	6	20	Strength	♥: Water	6		
Speed	8	20	Energy	♣: Ice	4		
Skill	18	20	Speed	♦: Focused Energy	2		X
Mind	11	20	Skill	♠: Enochian Magic	2		
Energy	26*	20	Mind / Strength	Powerup / Aura	3 / 3		

 * +[# of cards in Aura]

Stage 2

At this level Ruliel gets Hyper Powerup to increase her use of expend effects and Enhanced Technique for Ice. She won't be putting any ranks into Ice for some time, so this let's Ice keep up with the other active techniques. That bonus also increases her Skill attribute by +5, because the attribute boost from her Ice tech is keyed to Skill! It's also thematically awesome, because at this stage Ruliel starts manifesting extra ice wings.

        Selected Bonuses: Hyper Powerup
                                 Enhanced Technique [Ice]

Stage 3

This is the big-money stage! At Stage Three players can choose one of the 5 **unique bonuses**, which greatly increase an attribute and their SE inflicting abilities. It's a pretty smart idea to grab this when you can, and Ruliel's player selects Energy Nova. Ruliel also gets an SE Resist to Drain, since her Energy is becoming her main attribute.

        Selected Bonuses: Energy Nova
                                 Drain Resistance

Let's skip ahead and see what happens to Ruliel when she's in Stage Three. Note that her techniques increased as mentioned above; when techniques rank up so do attributes! Here are her impressive Stage Three stats:

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank / C. Flow / P. Wild		
Strength	6	28	Strength	♥: Water	6		
Speed	8	28	Energy	♣: Ice**	4	X	X
Skill	23	28	Speed	♦: Focused Energy	6		X
Mind	11	28	Skill	♠: Enochian Magic	7		
Energy	52*	38	Mind / Strength	Powerup / Aura	6 / 15		

  * +[# of cards in Aura]

   ** +1x to boosts, +5 to rank for calculating attribute boost

Stage 4

After increasing her Ice technique Ruliel unlocks her final two stages. Remember, the later unlocks free up multiple stages! This lets her access her ultimate form earlier, since she's focused on just one transformation. At this level she selects Amazing Attribute for Skill to bring it up to par. She also takes another SE Resist for Disarm. Her Ascension lets her create swords of holy ice at this level, so it's pretty appropriate.

        Selected Bonuses: Amazing Skill
                                 Disarm Resistance

Stage 5

Ruliel is a full-fledged Archangel at this point. Stage Five forms get 3 bonuses, so she has a bit of room to shore up some power. First she selects Water Power Focus, which transforms all her Water cards into wildcards for the other techniques. Next she picks Reserve Power, which allows her to instantly powerup some extra cards. Her passive technique gives her massive bonuses to expend effects, so she likes having more cards to burn. Finally, she chooses Attribute Equalization for Speed. This brings her Speed up to 25, plugging a big hole in her attribute spread. At this ultimate level she changes into a beautiful living statue of ice, full of precise grace and cold wrath.

        Selected Bonuses: Water Power Focus
                                 Reserve Power
                                 Speed Equalization

Here are Ruliel's stats when she's fully powered up at Stage Five:

Attribute	Value	Overpower Limit	Attacks (based on Style)		Techniques	Rank /	C. Flow /	P. Wild
Strength	6	28	Strength		♥: **Wildcard**	6		X
Speed	25	28	Energy		♣: Ice**	9	X	X
Skill	48	28	Speed		♦: Focused Energy	6	X	X
Mind	11	28	Skill		♠: Enochian Magic	7		
Energy	60*	38	Mind / Strength		Powerup / Aura	6 / 15		

* +[# of cards in Aura]

** +1x to boosts, +5 to tech for bonus calculation

Instantly remove normal Drain and normal Disarm

Upgrade inflicted Drain and Terror to intense versions

SUPPORTING ROLES

This chapter details allies, who provide useful one-shot powers during battle and add bonuses to the characters' hobbies. Shonen do not live in a vacuum; even the most standoffish develop relationships and gather friends. Having a large cast of supporting characters is a huge part of the genre, and every shonen show has instances where the main fighters are helped out by their buddies. This chapter also provides the rules for being Brothers or Rivals with your fellow PCs - another shonen staple!

ALLY OVERVIEW

Allies are helpful NPCs that assist your character in and out of battle. They are the character's friends, followers, rivals and support crew.

These are real characters that exist in the game Universe, so they have personalities, likes and dislikes, and neat design quirks. They're usually portrayed and designed by the Producer, but other players should always jump in with a few lines of ally dialog if they want to. Allies exist to help the players tell neat stories and have cool dramatic scenes. Hundreds of shonen adventures have started because the main characters need to rescue a captured friend, or enter a deadly tournament to win prize money for their sick buddy, or get revenge on the jerk that killed their best pal!

Allies also provide mechanical benefits. Each ally has a **call-in power**; a special ability you can activate once per battle. They also provide **hobby bonuses**. To gain access to your allies' powers, you must **attach** them.

Each ally has a level which indicates how powerful their call-in power is, and also affects the hobby bonus they grant. Ally levels go from **1 to 3**, and you'll receive points to increase these levels as rewards during and after an Arc.

Finally, your fellow PCs are special allies called **Brothers** or **Rivals**. A brother is a PC ally who has a positive and supportive relationship with your character, while a rival is someone with a more competitive and possibly negative connection. This is mostly a cool roleplaying distinction to help you interact with the other players. However, Brothers and Rivals actually provide different bonuses for the attaching character. The player determines whether their fellow PCs are Brothers or Rivals and receives points to allocate to those values. Unlike NPC allies, your Brothers or Rivals can go from **level 1 to 5**, with the score being split between the two types of relationship.

IMAGINING ALLIES

From a mechanical point of view, allies give you extra powers in battle and bonuses to overcome challenges. Characters must attach allies in order to benefit from them. Does this mean that the allies have to be physically present during battle? Do they have to follow you around during challenges, unlocking doors or fast-talking guards for you?

Absolutely not.

Ally call-ins and hobby bonuses can be reskinned like everything else! There are plenty of allies that are not fighters. They could be treasure-hunting inventors, next door neighbors, class presidents, or even weird stuffed animal mascots. They have no place on the battlefield, but they still give the same bonuses to their fighting friends.

Then again, there are definitely allies that *are* fighters. They could be characters the shonen was fighting previously in the Arc, or friends from a long time ago that everyone forgot about. If an ally can physically mix it up for a few moments with an enemy, go right ahead and describe that too!

Imagining Call-in Powers

It's totally awesome and appropriate to describe call-in powers as flashbacks to conversations with an ally; hearing the ally scream out the character's name from far away; remembering training with the ally; the ally jumping out of nowhere to take a hit; recalling a promise the character made to the ally; having the ally flash by and deliver an attack; or simply summoning up the inner power to not let that ally down, *no matter what*. For example:

> A healing call-in power could be narrated as a little green alien ally jumping into battle to close your wounds with his magic hands, **or** through catching a second wind by swearing that you'll avenge the death of his little green brothers.

> An information gathering call-in power could be narrated as a wise-guy ally screaming the secret power of your enemy from the sidelines, **or** you could make up a flash back to a conversation you had with that ally before the fight for the same info.

> An attack bonus call-in power could be the ally joining in with an attack of his own, **or** it could be you revealing that you've been secretly training with that ally behind the scenes for more power.

Imagining Attaching an Ally

Attaching an ally is mostly a mechanical concern. Characters can only have so many allies attached at once, which makes them think about which bonuses and hobbies they want access to. When you attach an ally they do not actually follow your character around (although you can certainly describe that, if you like). If you decide for your allies to follow you around, feel free to have conversations with them in or outside of battle. If you don't describe your allies as physically following you, but you want to have them pop up later, that's *totally radical*. Just say the word to your Producer and they'll appear in some typically melodramatic shonen fashion!

Many allies are NPCs shared by the whole group. **Multiple characters can attach the same ally at the same time**. If a player chooses to have the ally physically present, then the others will probably have to narrate their call-ins as flashbacks or other long distance effects. This is merely for story consistency if the PCs are not in the same physical area. It never stops a player from using an ally call-in or hobby – it's just a description.

Imagining Ally Hobby Bonuses

Players can choose to describe the bonus as having the ally directly assist them with a task if they like. They can also completely ignore the ally connection with the hobbies and just say their shonen is skilled at doing that kind of stuff. Once again, the description is up to the player.

Sometimes it may be fun to imagine why a character gains a certain hobby bonus by attaching a particular ally. What does it mean when a shonen gains ranks of Romance when he attaches an ally who is the beautiful captain of the girl's karate team? Are they in love, or want to be? If the shonen attaches an ally and gains a bonus to Deceit, is it because the ally is good at lying? Who is this ally lying to? These considerations help bring both the ally and the relationship with the PC to life, which makes the series more interesting!

ATTACHING AND CALLING-IN

At character creation, a character can **attach two allies**. Beginning characters may **call-in one ally per battle**. As the character completes Arcs they are allowed to attach more allies and use more call-ins.

You may attach **one additional ally for each Arc** you have completed. So, if you have completed 3 Arcs, you should be able to attach five allies (your starting two, plus one for each of the three Arcs you finished). You gain **one additional call-in for every two Arcs you complete**, to a maximum of three total call-ins. So,

finishing your second Arc lets you call-in two allies per fight, which increases to three allies per fight (the max) after your fourth Arc.

Characters may only call-in a specific ally once per fight. Characters may only call-in one ally per round even if they have multiple call-ins.

Each ally call-in power provides a certain bonus, and that bonus determines when you can call-in the ally. This is detailed in the "Ability Timing" section of the Combat! chapter. In general, calling-in an ally can be done instantly.

YOU KILLED MY BEST FRIEND!

Allies don't have damage tracks and cannot be attacked in fights. So, can they be killed?

Yes and no.

Even though your enemies can't take actions in a fight to hurt your allies, the shonen genre is *full* of instances where that happens. It is ultimately up to the Producer whether or not an ally is gonna get jacked. Basically, if it's important to the story then your enemies can abduct, hurt, poison or even kill your allies at the end of fights. This will usually be a **story event**, which is something you can find out about if you perform a scouting challenge for the fight!

Importantly though, **you can still attach and use your allies even if they're dead**! So, yes, your allies can be messed up – hundreds of shonen stories are based on that. But, no, your allies can't be taken away from you *mechanically*. If your girlfriend is trapped in a tower awaiting execution, she can still inspire you to beat the crap out of everything in your way. Even if your best buddy is dead, he can still guide you through flashbacks.

In the end it all comes down to what is most awesome for the series. The Producer section has more details on how to threaten allies in interesting ways. Remember the core concept – Play Along!

ALLY LEVELS

An ally's level determines the power of their call-in bonus, and it also represents the depth of the ally's relationship with the PC.

NPC ally levels go from **1 to 3**. In addition to having very powerful call-in bonuses, **allies at max level also provide one additional point of their hobby bonus**.

Ally levels are rewards from the Producer. When the players enter certain fights that revolve around the ally (like stopping a kidnapping, or helping them overcome an old enemy), then you can expect an ally level to be awarded. **Each PC keeps track of their ally levels separately.** Most allies (but certainly not all of them) are usually friends of the whole shonen team. However, each PC has their own relationship levels with those allies. Just because one player is best friends with an ally doesn't mean you are too. An ally will always provide the same call-in power and hobby bonus; but the individual levels differ. As mentioned above, it's fine for multiple PCs to attach the same ally at the same time.

Ally levels are permanent increases, so they do not reset after an Arc. Gaining a new ally is also permanent.

PC ALLIES - BROTHERS AND RIVALS

All the PCs are automatically allies with each other. The call-in power of a PC ally is determined by two things: that character's **archetype**, and whether the PC is a **Brother** or a **Rival** to your character. Brothers are close friends that support you with positivity and bromance. Rivals are competitive friends that "support" you with negativity and challenge you to fights every once in a while.

One of the most important character building experiences we see in the shonen genre is the friendship and rivalry of the main characters. Some teams are very close knit and everyone is everyone else's best friend. Other teams tear themselves apart with bitter competition and misunderstandings.

Being a brother or a rival to another PC doesn't control your actions, however. You can interpret your relationship how you like. Brothers don't always have to agree with each other, and rivals are not always looking to fight or betray their buddies. These designations are all about roleplaying and having fun, although they do affect the kinds of call-in bonuses you get from your fellow PCs. Whatever way you want to go with your *Shonen Final Burst* character is up to you, and there are bonuses for playing out these cool relationships!

The Numbers

All PC allies start with a rating of 0 in both Brother and Rival. You receive **1 point** to allocate to either relationship at character creation, for each PC ally. At the end of every Arc the Producer will award 1 rank (or possibly more) which you can allocate to either Brother or Rival. You can assign ranks to both relationships if you like.

Brother or Rival ranks can go **up to 5**, but the **combined rank total of both relationships can't be greater than 5**. So, if you have 3 ranks in Brother you can't have more than 2 ranks in Rival for that ally. Players can use rank rewards to adjust these levels if they have reached maximum, moving the relationships up or down one rank after an Arc. For example, if you have 3 ranks in Brother and 2 in Rival, at the end of the Arc you can use the rank award you receive to adjust that to 4 Brother and 1 Rival, or the other way to 2 Brother and 3 Rival.

Just like with NPC allies, each character has separate ratings for each PC ally. This means that one character can be a dedicated Brother with you and a Rival to another player. The relationship ranks of other PCs don't affect their relationship with you, either. For example, you can have nothing but Brother ranks for one PC, while they have nothing but Rival ranks for you. Each relationship is *separate and one-sided* – it's what your character thinks about the other PC, not the other way around.

If you have Brother ranks on your attached PC ally, you can use their Brother call-in power. If you have Rival ranks on your attached PC ally, you can use their Rival call-in power. **If you have ranks in both,** you can choose which power to activate when you call them in. You can still only call-in a specific ally once per fight, even if they have ranks in both relationships. They still count as the same person.

Attached PC allies provide hobby bonuses like normal allies. When you assign your first rank into either Brother or Rival you also select which hobby they'll grant you while attached. Pick one of the hobbies they have listed for their archetype – this choice is

permanent. Whenever you attach that PC ally you gain a bonus rank to that hobby. A PC ally with a combined rank of 5 (Brother + Rival) provides an extra rank of hobby bonus, just like NPC allies. If a PC ally changes their archetype, then their call-in power and hobby bonus will also change. Their Brother and Rival ranks don't reset, just the power and hobby.

PC ALLY POWERS – BY ARCHETYPE

Below you'll find the call-in powers for each archetype, and the effects of the Brother and Rival ranks.

COLDBLOODED BASTARD

Brothers with this archetype are happy to scream at you to move faster and dodge attacks. Rivals instead help you finish off an enemy due to frustration with your weakness!

Brother – Increase defense by +2 at rank 1, and by an additional +2 for every further Brother rank.

Rival – Deal 1 unstoppable damage at rank 1, and an additional 1 for every further Rival rank.

EVERYBODY'S FRIEND

Brothers with this archetype comfort you and give you some of their energy. If your Rival is one of these nice guys, they'll jump in the way of a deadly attack for you selflessly!

Brother – Heal 3 damage at rank 1, and an additional 3 for every further Brother rank.

Rival – Reduce final and automatic damage by 1 at rank 1, and by an additional 1 for every further Rival rank.

GRIZZLED VETERAN

These archetypes make gruff friends, giving stern advice on how to beat your opponent. Rivals, on the other hand, just jump in and show you how it's done!

Brother – Deal 1 unstoppable damage at rank 1, and an additional 1 for every further Brother rank.

Rival – Increase attack by +2 at rank 1, and by an additional +2 for every further Rival rank.

GUY WITH GLASSES

Being buddies with these brains brings you offensive insight. As a Rival, these smarty-pants give you extra nasty advice to show their superiority!

Brother – Increase attack by +2 at rank 1, and by an additional +2 for every further Brother rank.

Rival – Deal 1 automatic damage at rank 1, and an additional 1 for every further Rival rank.

I FIGHT FOR FUN!

Having this guy for a Brother gets intense because he pushes your attack to the limit. As a Rival he'll instead guard you from attacks, because you obviously can't handle it.

Brother – Increase attack by +2 at rank 1, and by an additional +2 for every further Brother rank.

Rival – Reduce unstoppable damage by 2 at rank 1, and by an additional 2 for every further Rival rank.

I GOTTA BE THE BEST!

These archetype Brothers are enthusiastic defenders just waiting to jump in and help. This kind of Rival, though, tries to upstage you with his own awesome attack!

Brother – Reduce final and automatic damage by 1 at rank 1, and by an additional 1 for every further Brother rank.

Rival – Increase attack by +2 at rank 1, and by an additional +2 for every further Rival rank.

MYSTERIOUS KNOW-IT-ALL

Brothers with this archetype like to reveal off-hand info that may (or may not) be useful. Oddly, Rivals act exactly the same way…

Brother – Reduce unstoppable damage by 2 at rank 1, and by an additional 2 for every further Brother rank.

Rival – Increase defense by +2 at rank 1, and by an additional +2 for every further Rival rank.

NAÏVE PACIFIST

These archetypes will defend their Brothers to the death. As Rivals, they spare the shonen that embarrassment by offering surprisingly deadly attack advice!

Brother – Increase defense by +2 at rank 1, and by an additional +2 for every further Brother rank.

Rival – Deal 1 unstoppable damage at rank 1, and an additional 1 for every further Rival rank.

NOBLE ELITE

If a Noble Elite deigns to be your Brother, he will expect you to not be defeated by treacherous attacks. If he is your Rival, he will jump in and defeat your enemy just so he can get the privilege of fighting you later.

Brother – Reduce final and automatic damage by 1 at rank 1, and by an additional 1 for every further Brother rank.

Rival – Deal 1 automatic damage at rank 1, and an additional 1 for every further Rival rank.

OVER THE TOP HERO

Brothers with this archetype will help you smash the forces of evil! Rivals will instead talk your ear off with a huge, cheerful, and rambling speech.

Brother − Deal 1 unstoppable damage at rank 1, and an additional 1 for every further Brother rank.

Rival − Heal 3 damage at rank 1, and an additional 3 for every further Rival rank.

PURE-HEARTED WARRIOR

Being Brothers with this archetype means someone always has your back. Even if you're a Rival, they're still righteous enough to pick you up when wounded.

Brother − Increase defense by +2 at rank 1, and by an additional +2 for every further Brother rank.

Rival − Heal 3 damage at rank 1, and an additional 3 for every further Rival rank.

THE BIG GUY

These archetype Brothers will gladly stand in front of your enemy for you, giving you a second to breathe. As a Rival they'll take hits to show you just how tough they are!

Brother − Heal 3 damage at rank 1, and an additional 3 for every further Brother rank.

Rival − Increase defense by +2 at rank 1, and by an additional +2 for every further Rival rank.

THE PRETTY ONE

Brothers of this archetype will selflessly smother you with protection and devotion, probably embarrassing you. Rivals, though, will just offer sarcastic offensive strategy.

Brother − Heal 3 damage at rank 1, and an additional 3 for every further Brother rank.

Rival − Deal 1 automatic damage at rank 1, and an additional 1 for every further Rival rank.

TROUBLED ANTIHERO

If this terse shonen is your Brother, he'll brutalize any enemy that gets in your way. He'll do the same as a Rival, but even worse!

Brother − Deal 1 automatic damage at rank 1, and an additional 1 for every further Brother rank.

Rival − Deal 1 unstoppable damage at rank 1, and an additional 1 for every further Rival rank.

WAY TOO CASUAL

When this archetype Brother is forced to help you, he'll make sure you avoid obviously dangerous attacks. If he's your Rival he'll make sure you know he's very annoyed at having to help, too.

Brother − Reduce unstoppable damage by 2 at rank 1, and by an additional 2 for every further Brother rank.

Rival − Reduce final and automatic damage by 1 at rank 1, and by an additional 1 for every further Rival rank.

CROW started off the 1st season of *Spiral Squire* as a full Rival to Spiral. He felt burdened by the near-useless goof.
Ratings: Brother − 0 / Rival − 1

During the 2nd and 3rd seasons he came to appreciate and even acknowledge Spiral as a friend, though he still maintained a healthy sense of competition.
Ratings: Brother − 1 / Rival − 2

Crow's betrayal of the Forest Cloister and his alliance with the rebel Knight Ouroboros forced him to abandon his friendship with Spiral. At the end of *Spiral Squire*, his one-time friend is now just an obstacle…
Ratings: Brother − 0 / Rival − 5

SPIRAL started off the 1st season of *Spiral Squire* without any friends. All he wanted was to be buddies with Crow.
Ratings: Brother − 1 / Rival − 0

In later seasons Spiral started to improve enough to challenge Crow. This not only strengthened their friendship but gave Spiral a goal to aim for; surpassing him!
Ratings: Brother − 2 / Rival − 1

Spiral refuses to believe that Crow would purposefully betray his Cloister. He tracked him down, but was forced to fight his best buddy! At the end of *Spiral Squire*, Spiral vows to bring his friend home, no matter what.
Ratings: Brother − 4 / Rival − 1

NPC ALLIES

The ally call-in powers for NPCs are different from those of your PC Brothers and Rivals. The effects range from simple attack bonuses to being able to search through your deck for specific cards.

The Producer decides which power an ally should possess, which usually matches up with their personality. Some things fit perfectly with the ally, like having a nerdy classmate offer information gathering bonuses, or a violent warrior providing big attack bonuses. Then again, there are times when you'll see a huge muscly guy with healing powers, or a little cutesy animal who breaks people's arms. Be prepared for shonen-style curveballs!

The NPC ally powers below are fully ready to use in your *Shonen Final Burst* game. However, these are not the only powers. While we've listed quite a few cool bonuses, it's expected that the Producer (and enterprising players) will eventually come up with more, or adapt the ones found here.

The Producer also decides what hobby bonus the ally will provide when attached. Keep in mind that PC allies only grant interaction hobbies. Accordingly, NPC allies should predominantly give out **action hobbies**: Sneak, Craft, Exercise, Mystic and Science. Much like the call-in powers, sometimes the bonus hobby is appropriate to the NPC. For example, you would expect an old martial arts master to grant the Exercise hobby. Then again, the Producer could throw you a curveball and have him grant Sneak (maybe he was a ninja?) or Craft (a master mechanic?) or Romance (total pervert?). It's probably part of the backstory of the NPC, so have some fun with it!

NPC ALLY CALL-IN POWERS

The NPC ally powers are categorized based on the nature of their effects. Feel free to give these bonuses creative names and descriptions. It's way more fun to call a power "Reverse Temporal Integration" or "Rose's Poison Butterfly", rather than "healing" or "inflict SE".

There are many powers below that provide a variable template. When a power mentions something such as "Inflict [SE]", this indicates that the Producer will choose an [SE] when the ally is created, such as Paralyze or Hopeless. This choice doesn't change, and it should remain consistent for each level of the power. Sometimes you will also see notes such as "[SE #1]" or "[SE #2]". Here are some examples: The "Inflict Status Effect" ability reads —

Level 1:	Inflict [SE]
Level 2:	Inflict lingering [SE]
Level 3:	Inflict intense [SE]

The status effect that the Producer chooses for level 1 will be the same for all the other levels. Remember, these choices must be consistent. If the Producer chooses Drain, then the final designed call-in power will look like this —

Level 1:	Inflict Drain
Level 2:	Inflict lingering Drain
Level 3:	Inflict intense Drain

However, the "Inflict Multiple Status Effects" power reads —

Level 1:	Inflict [SE #1]
Level 2:	Inflict [SE #1] **or** [SE #2]
Level 3:	Inflict [SE #1] **and** [SE #2]

This indicates that the Producer will pick a status effect (SE #1) at level 1. At level 2, that same status effect shows up (SE #1), as does a new one (SE #2). The 3rd level repeats those choices. Let's say that the Producer chooses Cripple for SE #1 and Terror for SE #2. The "#" is there to help differentiate between the SEs. The final call-in power will look like this —

Level 1:	Inflict Cripple
Level 2:	Inflict Cripple **or** Terror
Level 3:	Inflict Cripple **and** Terror

Please reference the "Archetype Powers, Allies and Expend Effects" section of the Combat! chapter to see details on how some of these abilities are used or timed. Cases of unique timing or brand new effects will be explained here.

ATTACK AND DAMAGE

Attack

Level 1:	+5 to attack
Level 2:	+10 to attack
Level 3:	+15 to attack

Damage

Level 1:	+7 to damage
Level 2:	+15 to damage
Level 3:	+25 to damage

Unstoppable Damage

These bonuses add an amount of unstoppable damage to an attack. This can increase unstoppable damage already being delivered, or just provide a base amount.

Level 1:	Deal +2 unstoppable damage
Level 2:	Deal +5 unstoppable damage
Level 3:	Deal +8 unstoppable damage

Automatic Damage

These bonuses add an amount of unstoppable damage to an attack. This can increase unstoppable damage already being delivered, or just provide a base amount.

Level 1:   Deal +2 automatic damage
Level 2:   Deal +5 automatic damage
Level 3:   Deal +8 automatic damage

DEFENSE AND DAMAGE REDUCTION

Defense

Level 1:   +5 to defense
Level 2:   +10 to defense
Level 3:   +15 to defense

Reflection

Level 1:   Reflect 2
Level 2:   Reflect 4
Level 3:   Reflect 6

Reduce Damage

These bonuses subtract from the final amount of damage.

Level 1:   Reduce 2 damage
Level 2:   Reduce 5 damage
Level 3:   Reduce 8 damage

Reduce Unstoppable Damage

These bonuses negate unstoppable damage, but have no effect on other forms of damage.

Level 1:   Reduce 4 unstoppable damage
Level 2:   Reduce 8 unstoppable damage
Level 3:   Reduce 12 unstoppable damage

HEALING

Heal

Level 1:   Heal 5
Level 2:   Heal 10
Level 3:   Heal 15

Extreme Healing

This type of healing can only be used if the character is in the deadly damage category.

Level 1:   Heal 15
Level 2:   Heal 20
Level 3:   Heal 25

Over-Healing

This type of healing can move the damage marker back over barriers.

Level 1:   Heal 2
Level 2:   Heal 5
Level 3:   Heal 8

ROSE'S MEDICAE MUFFINS: HEAL 15
-TASTES AWFUL-

STATUS EFFECTS – INFLICTING

Inflict Status Effect

This common bonus inflicts your opponent with one SE.

Level 1:   Inflict [SE]
Level 2:   Inflict lingering [SE]
Level 3:   Inflict intense [SE]

Inflict Multiple Status Effects

This common bonus inflicts your opponent with one or more SEs.

Level 1:   Inflict [SE #1]
Level 2:   Inflict [SE #1] **or** [SE #2]
Level 3:   Inflict [SE #1] **and** [SE #2]

Shift Enemy Status Effect

When designing this power the Producer chooses two SEs. The power can only be used to shift those SEs. It

will shift the target SEs to another specific SE, also chosen by the Producer.

Level 1:	Shift [Target SEs] to [SE]
Level 2:	Shift [Target SEs] to lingering [SE]
Level 3:	Shift [Target SEs] to intense [SE]

STATUS EFFECTS – REMOVING AND IGNORING

Remove Status Effects

This common bonus instantly removes one or more status effects.

Level 1:	Remove [SE #1] **or** [SE #2]
Level 2:	Remove [SE #1] **or** [SE #2] **or** [SE #3]
Level 3:	Remove [SE #1] **and** [SE #2] **or** [SE #3]

Remove Intense Status Effects

Level 1:	Remove intense [SE #1]
Level 2:	Remove intense [SE #1] **or** intense [SE #2]
Level 3:	Remove intense [SE #1] **or** intense [SE #2] **or** intense [SE #3]

Ignore Status Effects

This common bonus lets the fighter ignore inflictions of one or more status effects during the current round.

Level 1:	Ignore [SE #1] **or** [SE #2]
Level 2:	Ignore [SE #1] **or** [SE #2] **or** [SE #3]
Level 3:	Ignore [SE #1] **and** [SE #2] **and** [SE #3]

Shift Status Effects

This power shifts a chosen target status effect you are currently suffering from to another chosen status effect.

Level 1:	Shift [Target SE #1] **or** [Target SE #2] to [SE]
Level 2:	Shift [Target SE #1] **and** [Target SE #2] to [SE]
Level 3:	Shift [Target SE #1] **and** [Target SE #2] **and** [Target SE #3] to [SE]

POWERUP AND AURA

Super Powerup

Level 1:	+2 to powerup and all cards in your aura receive +1 value this round.
Level 2:	+3 to powerup and all cards in your aura receive +2 value this round.
Level 3:	+4 to powerup and all cards in your aura receive +3 value this round.

Instant Powerup

Level 1:	Draw 2 cards from the Game deck, place 1 in your aura instantly (ready to use) and discard the other.
Level 2:	Draw 3 cards from the Game deck, place 1 in your aura instantly (ready to use) and discard the others.
Level 3:	Draw 4 cards from the Game deck, place 2 in your aura instantly (ready to use) and discard the others.

TRANSFORMATIONS AND SIGNATURE MOVES

Signature Move Boost

This bonus gives the shonen extra PT for their signature move. The bonus PT are added in after the initial 1 PT launch cost is paid, but *before* any counters, bursts or final damage calculations.

Level 1:	Gain +2 PT after paying the cost to launch an SM.
Level 2:	Gain +3 PT after paying the cost to launch an SM.
Level 3:	Gain +5 PT after paying the cost to launch an SM.

Counter/Burst Boost

Level 1:	Add +1 PT to your SM after a counter or burst.
Level 2:	Add +2 PT to your SM after a counter or burst.
Level 3:	Add +3 PT to your SM after a counter or burst.

Transformation Assist

Level 1:	Reduce the cost of transforming this round by 2 PT, to a minimum of 1.
Level 2:	Reduce the cost of transforming this round by 3 PT, to a minimum of 1.
Level 3:	Reduce the cost of transforming this round by 4 PT, to a minimum of 1.

CARD DRAWING POWERS

Draw and Discard

This power lets the player draw a certain number of cards from the Game deck, but only choose to keep a few of them. The others are discarded.

Level 1:	Draw 2, pick 1
Level 2:	Draw 4, pick 2
Level 3:	Draw 6, pick 3

Discard and Draw

This power lets the player discard a few cards from their hand in order to draw more from the Game deck. Discard first, and then draw the new cards.

Level 1:   Discard 2, draw 3
Level 2:   Discard 3, draw 5
Level 3:   Discard 4, draw 7

Clone Cards

This power allows the player to retrieve cards from his Personal Deck's discard pile. These cards are always chosen from the last 5 cards in the discard pile.

Level 1:   Retrieve 1 card
Level 2:   Retrieve 2 cards
Level 3:   Retrieve 3 cards

Suit Search

This power allows the player to look through his Personal Deck and take cards of a certain suit. He must search from the top down, taking the first card of the proper technique suit. He cannot search the discard pile. The personal deck is reshuffled after this search.

Note: If this ally is shared by multiple players, each player chooses the [Technique] this ally provides for themselves.

Level 1:   Take the first available [Technique] card
Level 2:   Take the first two available [Technique] cards
Level 3:   Take the first three available [Technique] cards

DECK MANIPULATION POWERS

Look and Rearrange

This power lets the player look at a certain number of cards from the top of his Personal deck and then place them back in any order or discard them.

Level 1:   3 cards
Level 2:   5 cards
Level 3:   7 cards

Enemy Discard

This power forces your enemy to discard a certain number of cards from the top of his Personal deck.

Level 1:   2 cards
Level 2:   4 cards
Level 3:   6 cards

INFORMATION GATHERING POWERS

Many of these powers require the opponent to reveal information about their statistics and abilities that is usually hidden.

Targets affected by these powers **can't lie** about their numbers and must reveal the **original technique name** if they've reskinned a technique.

Sense Power

This bonus forces the opponent to reveal his current powerup score and some powered up cards in his aura.

Level 1:   Reveal powerup score and 1 card in aura
Level 2:   Reveal powerup score and 3 cards
Level 3:   Reveal powerup score and 5 cards

Gauge Weakness

This bonus forces the opponent to reveal his lowest attribute score. If any attributes are tied, the opponent chooses which one to reveal.

Level 1:   Reveal lowest attribute, without value
Level 2:   Reveal lowest attribute and value
Level 3:   Reveal two lowest attributes and values

Gauge Strength

This bonus forces the opponent to reveal his highest attribute score. If any attributes are tied, the opponent chooses which one to reveal.

Level 1:   Reveal two highest attribute, without values
Level 2:   Reveal two highest attribute and values
Level 3:   Reveal top three highest attributes and values

Technique Catalog

This bonus forces the opponent to reveal his active techniques and possibly the values. The opponent chooses which active techniques to reveal.

Level 1:   Reveal one technique, without value
Level 2:   Reveal two techniques, without value
Level 3:   Reveal two techniques and values

Study Style

The player activates this power and nominates an attribute, and the opponent must respond with which attribute that stat strikes in his combat style. In the early levels the player must also offer some information.

Level 1:   Player nominates one attribute and its style, getting the same information in return from the opponent.
Level 2:   Player nominates two attributes and the opponent must reveal both styles, while the player only reveals one.
Level 3:   Player receives style information on two of his opponent's attributes without giving any info in return.

EXAMPLE ALLIES

GENN DEY

When the fighters of *Galaxy Star X* visited Planet Slugga, this little green child was one of the only living survivors of his race. Genn Dey was trained by the spiritual leader of his people to use his Ki for healing purposes.

Hobby – Mystic

Call-in – Lay on Hands （Healing）

Level 1: Heal 5 damage

Level 2: Heal 10 damage

Level 3: Heal 15 damage

MAESTRO

An older Knight who mentors Spiral, Crow and Rose in the show *Spiral Squire*. He's a mysterious guy who keeps most of his body covered in light armor, and he has an obligatory eyepatch. When called-in he helps the kids strategize to overcome weaknesses.

Hobby – Sneak

Call-in – "Remember Your Training!" （SE Removal）

Level 1: Remove Surprise **or** Trick

Level 2: Remove Surprise **or** Trick **or** Disarm

Level 3: Remove Surprise **and** Trick, **or** Disarm

SCARECROW

Scarecrow is another popular character from *Spiral Squire*. He is a master tactician, but a lazy genius. He's miles ahead of his peers in brains and hates direct confrontation. Scarecrow provides data and strategy for his friends when he's called-in for assistance.

Hobby – Science

Call-in – Logical Deduction （Technique Catalog）

Level 1: Opponent reveals one technique, without rank value

Level 2: Opponent reveals two techniques, without rank value

Level 3: Opponent reveals two techniques and rank values

REIKO

She's the next door neighbor of Shirosaki and Mike in *White*, and is the perfect bubbly support gal. Reiko seems to have the strange ability to heighten other people's spiritual power, which enhances her cheers and encouragements. She accompanies Shiro wherever he goes, and in later Arcs she actually starts joining in fights!

Hobby – Craft

Call-in – Puresoul Resonance （Suit Search∗）

∗The Suit Search power is different for each PC, as described above. Here are the examples for Shirosaki and Mike:

Shirosaki

Level 1: Take the first available Hyper Speed card

Level 2: Take the first two available Hyper Speed cards

Level 3: Take the first three available Hyper Speed cards

Mike

Level 1: Take the first available Electricity card

Level 2: Take the first two available Electricity cards

Level 3: Take the first three available Electricity cards

ZAMEBEI

One of the many fish-based Sea People from *Big Treasure*, Zamebei is a massive shark-like samurai. Once a dire enemy of the crew, he eventually teamed up with Saru D. Laffy and has been a noble ally ever since. When called-in, Zamebei wrecks foes with patented Sakana Kenjutsu techniques.

Hobby – Frighten

Call-in – Shark Tooth Iai-do （Attack Bonus）

Level 1: +5 to attack

Level 2: +10 to attack

Level 3: +15 to attack

GIMMICKS

This chapter details the neat character quirks and perks called gimmicks. Characters in the shonen genre have very intricate designs and backstories, and gimmicks are little bonuses that represent those cool features. Gimmicks allow the players to reveal parts of their character's personality, history or equipment and be rewarded for it. They help make each *Shonen Final Burst* character more unique, both narratively and mechanically.

GIMMICK OVERVIEW

Gimmicks are cool details that you create or choose for your character. Gimmicks provide minor mechanical bonuses; not super-strong stuff like transformations, but still an enjoyable boost. Essentially, gimmicks are a way for players to describe the neat features of their character that aren't covered by the other rules and systems and get a little bonus back.

As mentioned in the Character Creation chapter, there are lots of qualities that don't have an impact on your character mechanically. For example, there are no penalties or bonuses for being old. The same goes for being an alien, or having a magic sword, or being a robot, or having fought in the great Mega Space Kungfu War, or being fat. However, some of these design ideas are really cool, and they should *do something* if the player wants to make a big deal out of them.

Characters begin the game with **two gimmicks**, chosen from the Starting Gimmick list in this chapter. Gimmicks must be **featured** to provide their bonuses.

SWORD BEATS FIST?

Some of the most common gimmicks are weapons or armor. There are no benefits to wielding a weapon (or penalties for not) outside of the gimmick system. A guy with a sword and a girl with her fists are equally matched in *Shonen Final Burst*.

Players shouldn't feel pressured to choose a weapon-gimmick just because they describe their character as wielding a weapon. Gimmicks should only be taken if the weapon is **really important** to the character concept. When you feature a gimmick you're expected to yak about it during the game. That's appropriate for somebody with a demonic sword that's trying to possess them, but maybe not for a guy who's just a really good swordsman.

Oh, fists and feet can benefit from gimmicks too. It's totally cool to make a gimmick that represents your dope martial training or solid steel knuckles, in case you feel left behind by any sword-swingers out there. Just remember to make it gimmick-worthy!

Featuring can be thought of as "equipping" a gimmick (some gimmicks are items, after all), but it is also a decision to focus on that gimmick for character building purposes. Starting characters can **only feature one gimmick**.

Gimmicks can be switched in and out during an Arc. Additional gimmicks can be earned during an Arc as rewards from the Producer. Also, characters are allowed to feature more gimmicks as they complete Arcs; each Arc they finish increases the feature limit by 1.

Finally, gimmicks have varying levels of power. The ones on the **Starting Gimmick** list are all relatively mild, but the gimmicks found on the **Advanced Gimmick** list provide better bonuses. The Producer and players should work together to make balanced and useful gimmicks, with the ones on the lists as guidelines.

IMAGINING GIMMICKS

There's an infinite amount of potential gimmicks. Gimmicks can be any character perk or design choice that isn't an attribute, technique, ally, archetype or other mechanic mentioned so far. If it's not already mechanically represented, then it can be a gimmick. The most common gimmicks we see across all shonen shows are:

- ○ **Equipment**
- ○ **Unique or downright weird fighting styles**
- ○ **Special races and species**
- ○ **Titles, ranks and positions**
- ○ **Personality quirks**
- ○ **Secrets from your past**
- ○ **Catchphrases and personal mantras**

Note that some of these things are physical objects or aspects (like equipment, or being an alien) while others are more mental, spiritual or social concepts (such as being a prince, or having memory loss). Gimmicks can be any of these things, and more.

The important thing about picking or making a gimmick is that it should **make you unique,** and hopefully help you tell a more interesting story and have a more

entertaining character. You can use gimmicks to shore up ideas in your character concept that you couldn't get across with the other statistics. Let's say you wanted a character with a pet, but you didn't feel like picking the Beast technique. Why not make the pet a gimmick?

It's also neat to use gimmicks to spice up your favorite powers and attributes. For example, a character with a high Skill is probably a martial arts master. If he designs a gimmick for his Ten-Fold Drunken Monkey Style, then that's even cooler!

Featuring Gimmicks

Featuring is about more than slapping on a bonus. **When you feature a gimmick you should talk about it** and draw attention to it during the Arc. Featuring is about sharing the coolness of the gimmick with the audience, which helps build your character.

An easy way to draw attention to your gimmicks is to describe them during your fights. If you have a weapon-gimmick and you are inflicted with the Disarm SE, you can describe it as being knocked away or shattered, giving your character and the gimmick some entertaining screen time. Such descriptions don't actually destroy or remove your gimmicks, **you're just playing along** with the fight.

It's also brilliant to bring up social or emotional gimmicks during challenges. Characters receive a bonus if they provide neat descriptions of how they use their hobbies to overcome challenges; why not make a gimmick part of fun? For example, characters with bizarre alien anatomy can describe oozing or spider-walking around guards for a Sneak challenge, and characters with noble rank can proudly proclaim their lineage to help in an Inspire challenge. Sure, the gimmicks themselves might not give a direct bonus to those hobbies, but using them as inspiration to get another bonus is genius!

DESIGNING GIMMICKS

Gimmicks are designed to provide minor passive bonuses. Gimmick bonuses are similar to some of the technique benefits, such as attribute boosts or those that increase your attack under certain conditions. The mechanical power of gimmicks should be a little less than techniques, though. Remember, these are cool little perks to reward you for your awesome character design and imagination — they should not be bonuses that you need to plan your strategy around.

However, there is a bit of power difference between the Starting Gimmicks and the **Advanced Gimmicks**. As players complete more and more Arcs they may

come to expect bigger and bigger bonuses. These are what the gimmicks on the Advanced list are for. Those gimmicks are appropriate for more experienced shonen, so they should be rewarded sparingly by the Producer and only after a few Arcs have gone by. Additionally, players can switch out one of their starting gimmicks for an appropriate advanced gimmick every three Arcs. This lets the players control some of their gimmick improvement without having to rely on the Producer.

All the gimmicks on both lists are just examples. Just like with the techniques, the players and Producer should rename these gimmicks to suit their story. After all, what's the point of having a gimmick if it's not perfectly customized for the shonen?

In addition to reskinning the gimmicks listed here, the players and Producer should also create whole new ones. There is an abundance of minor bonuses that gimmicks can provide.

One of the easiest ways to make a new gimmick is to extrapolate a bonus and apply it to another attribute, technique or condition. For example, if you see a gimmick on the list that gives "+2 bonus to damage against targets suffering from Paralyze", then there's definitely precedent to create a bonus like: "+2 bonus to damage against targets suffering from Berserk". That's a perfect adaptation!

On the other hand, it may be a bit unbalanced to make a bonus like "+2 bonus to damage against targets suffering from any status effect", because that would be too applicable. Making one that reads "+2 bonus to damage against targets suffering from intense Paralyze" would also be unbalanced, but because the condition is too infrequent and the bonus is weak. So, when looking to make or adapt new gimmicks, try to use the ones listed here as guidelines.

STARTING GIMMICK LIST

These gimmicks are available to all characters at creation. **The names and descriptions are all examples.** Please reskin the gimmicks and adapt new ones to capture the essence of your shonen!

CONTRACTED ASSASSIN

Your skills are recognized and used by others for dark deeds. How low can you go?

You gain a +1 to attack and defense any round when you expend a card from your aura.

TIGER SCHOOL MARTIAL ARTS

You have trained with the elusive (and slightly perverted) master of the Tiger Style! Wear his bright orange uniform with pride.

No SEs or other effects can reduce your Skill below 4. Raise your Skill score to 4 if brought below that value.

CRAZY INVENTOR

You love tinkering with technological junk, like deathrays, gravity enhancement rooms, and muffin-teleportation buttons.

Gain +1 to Mind and one rank of the Science hobby.

"DODGE!"

It's the most basic defense, but for some reason your buddies never really got it. At least you're there to back them up!

When you help a fellow PC with tag-team defense you reduce the final damage they take by 2 and the final damage you take by 4.

HALF-DEMON

The blood of devils is in your veins, occasionally making you want to destroy up the world.

Draw one extra card from the Game deck the round after you launch an SM.

"FLOATING HAPPY" PIRATE

You're a member of a tight-knit crew of pirate misfits. You sail the seas of brotherhood together!

You can reuse one ally during a battle, but you do not gain any additional call-ins.

FROM THE FUTURE!

You have come back from an apocalyptic future to right the wrongs of the past!

Increase your damage by +2 if your opponent is attacking or defending with Mind.

HAREM

There are an inexplicably large number of lovers that seem to like you, which can get very, very dangerous.

Gain a +3 to attack any round when you call-in an ally.

INTERGALACTIC PRINCE

You are the rightful prince of a whole planet or race of aliens. Don't let it go to your head.

You can retain 1 card in your aura between battles if you win.

"JUSTICE NEVER DIES!"

The spirit of righteousness flows through you, making you unbeatable!

You earn 2 PT instead of one when you collect the last power token from the Final damage category.

KENZAKUTOU - HYAKUBONZAKURA

You possess a spiritual sword that channels your energy. Upon command, it can split itself into hundreds of razor sharp cherry blossoms.

You gain an additional x1 attack boost for Dust.

KI DETECTION DEVICE

This snazzy ear-eye piece communicator keeps you in touch with your friends and evaluates people's ki-levels. They frequently blow up when overexposed.

Increase your final defense by 3 when you are attacked by Energy.

OBVIOUS FOREIGNER

You come from a faraway land with a very different set of customs than your new home, and you probably look different from everyone else.

Increase your aura by 1.

ORPHEAN AMULET

This ancient locket has been in your family for generations. Grandma always said it brought your

mom good luck. Why did she wake up screaming from nightmares so often, though?

You may remove Terror or Hopeless whenever you collect a PT from the damage track.

OVERSHADOWED REPUTATION

Somebody close to you is always receiving more praise, which drives you to work even harder.

Gain +3 to Skill, but this bonus cannot increase the attribute past 20.

PET - BARKAMARU

You have a lifelong pet, a ninja dog trained to be your battle companion. Smarter, stronger and faster than any other pet, Barkamaru is your best friend.

You gain an additional x1 defense boost for Beast.

REALM ELITE

As a member of the sacred protectors of your realm, you have learned to martial your resources and cultivate a higher energy.

Any SMs you launch in a battle after the first have one free PT applied to its final count.

ROBO-CY-DROID

You are some kind of mechanical man (or monster) and your heuristic battle-processor records all the mistakes you make in a fight for later review.

You gain +1 to powerup after you lose a battle. This lasts for the next battle and stacks if you lose again, to a maximum of +3.

SCREWED UP NINJUTSU

OK, so you really stink at ninjutsu. That's fine; you've completely overcompensated in your hand to hand training!

Gain a +3 to attack and defense whenever you're Disarmed. This increases to +5 if intensely Disarmed.

SECRET AGENT MAN

You once belonged to a mysterious organization of spies, making your surveillance skills easily world-class.

If you succeed at a scouting challenge during filler, you can immediately place one card from your first draw into your aura, fully powered up.

SLUGGANIAN REGENERATION

People of your alien slug race have amazing regenerative powers. Stay away from salt.

Reduce all unstoppable damage you receive by 3, but not below 1. Apply this bonus first if you have similar benefits from other powers.

SOOTHING BEANS

These magic beans reenergize your ki and heal most of your wounds.

Whenever you receive healing you increase the amount by 3.

SUBSTITUTE GUARDIAN ANGEL

You have been designated as the angelic guardian of your city, even though you're not a full angel. How'd that happen?

Reduce the upkeep cost of your Stage 3 or higher transformations by 1, but not below 0.

SUPER RICH

You are fabulously wealthy and live luxuriously with access to amazing training facilities.

If you fail at a training challenge you are immediately refunded 1 PT.

TACTICAL GENIUS

You've mastered the use of very unorthodox strategies that lesser minds just can't match.

Gain +3 to all attacks and damage for the round if you switch between forms.

TALK TO SPIRITS

Ghosts have always been your best friends. They understand you better than living humans and help you out of tough situations.

Draw an extra card from the Game deck if you are suffering from intense Paralyze, intense Hopeless or intense Terror.

"THIS IS MY WAY!"

You have a catchphrase that perfectly reflects your way of life. Try to scream it out at least a hundred times a day.

Increase your powerup by 1 if you have no cards fully powered up into your aura.

THREE WOLF SWORD

This fine blade used to belong to your best friend... before she was killed.

Your Strength overpower limit increases by 2.

VETERAN OF THE GALAXY BUSTER

You saw the raw, unstoppable power of Overlord Heeta first hand when he destroyed Galaxy VII. You must never let it happen again!

If you lose an SM counter you can immediately add 2 PT to your SMs final result. This won't allow you to win the counter, but instead helps boost its defensive strength.

WARRIOR MOONKEY

You're a member of the near extinct race of Moonkeys. These fearsome warriors gain power after every battle, even if they lose!

You gain 1 PT after you lose a battle.

ADVANCED GIMMICK LIST

Players can switch out a starting gimmick for an advanced gimmick every three Arcs. The Producer can also just award them at her discretion. Most starting gimmicks have mechanically equivalent advanced gimmicks. Just like the normal gimmicks, **the names below are just examples**! Please reskin them to fit your Universe.

AWAKENED POTENTIAL

The hidden limits on your power have been released, perhaps from a spiritual journey or connection to an awesome power.

Gain +6 to Energy, but this bonus cannot increase Energy beyond 20.

BILLION BURII BOUNTY

You're known far and wide as a wanted criminal of the Planetary Government!

Increase your powerup by 2 the round after you launch an SM.

DOCTOR

Medicine is a passion of yours. Whether it's unscrupulous experimentation or kind-hearted healing, you know your anatomy.

Heal 1 point of damage for every card you expend from your aura, either for direct effects or through SMs and transformations.

HIGH GRAVITY TRAINING

You have trained in many times Earth's normal gravity, impossibly toughening up your body.

No SEs or other effects can reduce your Strength below 8. Raise your Strength score to 8 if brought below that value.

ICE QUEEN

You are a noble of the Frozen Courts, majestic and powerful.

You gain an additional x2 defense boost for Ice.

INTRICATE PLANNER

You have some long-term scheme running; layers on layers of lies cover up your true motives.

Transforming into a stage higher than 2 costs one less PT.

MAGICAL FLYING CLOUD

Only the pure of heart can ride this mystical puffy conveyance.

Your Speed overpower limit increases by 5.

MELANCHOLY

For some reason you are always in the dumps. Sometimes it seems like you actually want to die...

Increase all reflection effects by 2.

MOTHER'S GHOST

The soul of your dead mother watches over you in your darkest moments.

If you spend all your PT on an SM, you may draw 2 extra cards from the Game deck the following round. You must spend at least 2 PT to receive this benefit; 1 PT to launch and 1 PT to add power.

NULLIFIER X-20 PERSONAL SHIELD

This advanced force field generator was invented by that crazy girl who likes you in 3rd period Physics.

If you have a full Aura at the start of a round you reduce all automatic and unstoppable damage by 3.

PERFECT MIRROR EYES

You can perfectly memorize and counter the fighting style of your enemy by activating a rare mystical eye technique.

Gain a +3 to your attack and defense whenever you remove or shift a Trick or Surprise SE of any intensity.

RAGE

You have some deep-rooted anger management issues.

Gain a +5 to attack and defense whenever you're Berserk. This increases to +8 if intensely Berserk.

REVENGE DRIVEN

Somebody did something unspeakable to you or your friends. Now it's time for payback.

Increase all unstoppable damage you deal by 4.

SEALED POWER

Something has locked a terrible power deep inside you. You're safe as long as you keep it at bay...

If you start a round with no cards in your Aura, gain +4 to damage.

SWORD OF Z

This ultimate blade increases the power of worthy warriors, making them invincible.

Increase your powerup by 1 and gain a rank of the Inspire hobby.

THE REALLY REALLY BIG GUY

You make other "big guys" look tiny.

You can draw an extra card from the Game deck the round after you use your Archetype ability.

TRUE LOVE

There is somebody out there that believes in you. Don't let them down!

You can retain 1 card in your Aura between battles.

TRUSTWORTHY

Everybody seems to like you. You're an upstanding, positive beacon of awesomeness.

Increase the Brother level of all your PC allies by 2. This has no effect if they are naturally at Brother level 0. This can increase their level past 5.

"WE WILL WIN!"

No matter how big or how bad a Boss is you'll find a way to put him down.

When you lead a tag-team attack, increase the final value by +10.

FIGHTS AND FILLER

This chapter will show you how to progress through Arcs, what to do while you're not fighting, and how to use your character's hobbies. A story in *Shonen Final Burst* is not limited to just fighting – that would get boring fast. There are scenes between fights; moments of drama, tension, mystery and coolness. These "in between scenes" are lovingly called filler, because they fill in the gaps between otherwise meaningless brawls. The shonen genre wouldn't be complete without filler to tie the story and characters together!

WHAT IS AN ARC?

An Arc is the current story being told by the imaginary shonen TV show the PCs are part of. The shonen genre is excellent at dividing up stories into manageable chunks, and these chunks are Arcs. Shonen stories tend to revolve around nasty bad guys, which we call Bosses, that wreck things up and force the main characters into confrontation. There are also stories about amazing quests and rescues, finding enlightenment (or magic balls), intrigue and romance, and there have even been shonen mysteries, too. The Producer is usually in charge of designing the Arc and there's a section in the Producer's chapter with advice for story ideas.

IN BETWEEN FIGHTS – FILLER

It is the job of both the Producer and the players to build the story in between the fights and help transition to the next battle. This transition period in between fights is called **filler.**

Imagining Filler

Filler is basically anytime when the characters aren't fighting. Training is filler. Sneaking around is filler. Healing is filler. Talking to friends is filler. Inventing stuff, studying, going to school, dates, researching monsters – all filler. **Filler is awesome**. It's when the players can really cut loose and get into their characters. This is when they can play up their rivalries, hope and fears. It's the part of the show that should get the audience interested in the Arc.

Filler can be nearly any length. In game time terms, it should last as long as the players want to keep doing filler things with their characters. Heck, you could have an entire session where you just sit around and talk, all without fighting once. There are some limitations to the *actions* players can take during filler (discussed below), no matter how long it is. Narratively, filler can span any amount of time in the story. For example, whole months passed between waves of an alien invasion in *Galaxy Star X*! This can all be thankfully summed up in a few minutes of game time, if the players desire, even though the characters in the game are training for weeks on end. So, you can say filler lasts any amount of time *in the show*, and you can resolve filler as fast or a slow as you like *at the game table*.

TAKING A BREATHER

Although it's mentioned in the Combat! chapter, here's a brief review of what *mechanically* happens once a fight is over and before the next fight begins:

- Characters remove all damage and status effects.
- Characters remove all cards from their aura (unless bonuses state otherwise).
- Characters must pay for upkeep on their transformation (1PT per stage), with the option to drop down to a lower level.
- Players distribute any rewards they have received, like technique ranks, and calculate new stats if necessary.
- Characters can change allies and gimmicks through challenges (detailed in this chapter).
- Personal and Game decks are refreshed and shuffled.

Importantly, the Producer and players should make sure that their **filler leads to the next fight**. Progressing through the fights is a main part of the game, and the story that takes place in the filler needs to tie it all together.

What to do During Filler

Filler provides the players with both roleplaying opportunities and mechanical opportunities. The mechanical opportunities give the characters a chance to take on a **challenge**. If the characters succeed at the challenge they receive some kind of bonus or advantage for the next fight. Challenges are detailed below and include **training, scouting** and **preparation**. To succeed at a challenge you'll need to use your **hobbies**.

HOBBIES

Shonen are not just fighting machines. They're people with interests, professions and skills that have nothing to do with battle. These non-combat skills are called **hobbies**. Hobbies are used to overcome **challenges** to gain advantages in fights. A character's hobbies also build up their personality and uniqueness; being a powerful cosmic warrior is cool, but being a powerful cosmic warrior who's also master chef is *cooler*.

There are **ten hobbies** and two main categories they're divided into. There are **interaction hobbies**, which are for social confrontations with NPCs, and there are **action hobbies**, which are for doing activities and other physical stuff.

Characters receive hobby ranks based on how many Arcs they have completed and their currently attached allies. Hobbies go up to rank 10.

Interaction Hobbies
These hobbies measure how good the shonen is at interacting with NPCs in certain ways. Some characters are really intimidating and others are talented liars. The ranks you have in these hobbies will indicate how well you convince people to do the things you want them to do.

Characters start with ranks in some of these hobbies, which are determined by their archetype. This is detailed in the Character Creation chapter.

COMFORT – This is the "nice" way of interaction. When you use Comfort on an NPC you are trying to be kind and understanding. Characters opposed to you will think you're sympathetic and nice. This is also excellent to use on tired, frazzled or grieving allies. Comfort is the perfect hobby for defusing arguments and working out meaningful solutions. Use Comfort to:

> Ease tensions and calm people down.
> Display your sincere emotions like a total goof.
> Cause someone to overflow with sympathy.
> Peacefully resolve arguments.
> Be sincerely kind.

DECEIVE – This is the "sneaky" way of interaction. When you use Deceive on an NPC, you are trying to trick them through lies or evasion. Characters opposed to you will be bamboozled or confused. You can also mess with your allies by lying about your past or plans. Deceive might be used with good intentions, but you are still lying. Deceive is more about false information, fast-talk, and evasion than manipulating emotions, usually. Use Deceive to:

> Falsify or forge orders to idiot guards.
> Fast-talk past subordinates.
> Lie about yourself or your plans.
> Spread rumors and start arguments.
> Avoid answering questions but still seem legit.

FRIGHTEN – This is the "mean" way of interaction. When you use Frighten on an NPC you are trying to intimidate them. Characters opposed to you will think you're going to hurt them (physically or socially) unless they do what you want. It's possible to use this on lazy allies to shock them into action. Frighten is the perfect hobby for winning arguments by brow-beating the opposing side.

It's also great for angrily ordering people around if you are in charge. Use Frighten to:

> Make someone back down and shut up.
> Demoralize enemies (or friends).
> Get an enemy to run away from you.
> Shout-down people arguing with you.
> Boss a subordinate around in a jerky way.

INSPIRE – This is the "passionate" way of interaction. When you use Inspire on an NPC you are trying to get them fired up and see things your way. Characters opposed to you will think you're on to something and friendly. Inspire works well on tired or confused allies. Anytime you need to make a passionate plea to convince someone, use Inspire. This hobby doesn't work if you're lying or have insincere intentions, though. Use Inspire to:

> Fire somebody up!
> Convince a person you're telling the truth
> Cause someone to reconsider being a jerk.
> Passionately argue your position.
> Throw a huge party.

ROMANCE – This is the "smooth" way of interaction, specifically for trying to be attractive and seductive. When you use Romance on an NPC you are trying to get them to like you as more than a friend. Romance can also be used for some kinds of manipulation, like befuddling people and confusing their emotions. This hobby also covers acting super-duper cute to avoid trouble. Romance usually only works on people that find you attractive, so be careful who you flirt with. Use Romance to:

> Help someone fall in love with you.
> Play innocent and make people argue for you.
> Cause a devastating heartbreak.
> Manipulate or fool people with sexiness.
> Develop a closer bond with a friend.

Action Hobbies

These hobbies measure how good the shonen is at doing certain non-combat activities. Some characters are talented engineers or magicians, and others spend all day working out. The ranks you have in these hobbies will indicate how well you can use these skills to solve problems.

Starting characters have a few ranks to distribute to these hobbies. They receive bonus hobby ranks from the allies they attach. They can also use rewards received from completing Arcs to increase these hobbies.

CRAFT – This hobby broadly covers the ability to use, make, repair and manipulate everyday objects. It's the "hobby" hobby. Craft is used equally for average computer use and cooking, car repair and sewing, TV trivia and world history, and pretty much anything that doesn't fit in with the other action skills. The possibilities are nearly endless with Craft, but bear in mind the focus on *everyday* tasks. The other skills are better suited to dealing with highly focused crazy stuff. Use Craft to:

Do basic computer stuff, even minor hacking.
Cook someone a deliciously deadly omelet.
Get a piece of junk car up and running.
Throw together a fancy outfit from scraps.
Push your normal gear to the tip-top limit.

EXERCISE – This hobby broadly covers the character's athletic abilities like running, lifting, jumping, and being fit. This hobby sees screen time when you need to get to a hard to reach place, like up a cliff or through a cave. Exercise is for the constant training and physical preparation that shonen usually do and any benefits that would come from them. This hobby is also perfect for toughness-related things, like being exposed to poison, having to hold your breath, or surviving in the wilderness. Use Exercise to:

Jump and climb up a crumbling tower.
Smash a huge boulder blocking something.
Race across the rooftops of the city.
Avoid a bunch of deadly laser beams.
Survive for days on the open ocean.

MYSTIC – This hobby broadly covers the knowledge of and the ability to do magic, sorcery, ESP and other weirdo stuff in your shonen Universe. The exact nature of the hobby is dependent on the Universe. For example, a ki-powered martial arts Universe might not have any magic, so this hobby would deal with ki. Basically, if you're dealing with something strange that isn't technology, it's probably a job for the Mystic hobby. Use Mystic to:

Recall basic facts about a magical monster.
Free the undead from their cursed existence.
Identify the enchantment of a magical thing.

Break the seal on a huge magically locked door.
Counteract a terrible curse.

SCIENCE – This hobby broadly covers the character's knowledge of highly advanced scientific stuff, and how to apply it. It's the prefect hobby for inventors, doctors, advanced aliens, and robo-people! Advanced science is usually something an average person would need lots of schooling for, like medicine or deathray technology. The Science hobby can repair or adapt already existing techno-stuff, too. Use Science to:

Hack an alien operating system.
Create an Energy detection device.
Repair a robot or spaceship.
Rewire a reactor to power down or explode.
Transform a normal car into a Hovercar 3000Z.

SNEAK – This hobby broadly covers the various ways to hide, move silently, steal stuff, and get into places stealthily. Any skill you could conceivably use in the process of subtly infiltrating and robbing a place is represented by the Sneak hobby. The important thing is not being seen, heard, tracked or found out. Sneak is always subtle, and used for any time when you don't want to get caught doing *whatever*. Use Sneak to:

Pick locks, even electronic ones.
Palm items, pick pockets, and cheat at cards.
Silently hide in the shadows.
Slip unseen behind alert guards.
Uncover a fellow sneak with your sharp senses.

Hobby Use and Numbers

A character can select any hobby they have ranks in to use for a challenge. Having bonus ranks from an ally is OK, even if they have no natural ranks in the hobby. The player can stretch his imagination and try to use any hobby against any challenge. Some hobbies will be more difficult to succeed with, but you can always try! The rule of thumb for how you accomplish your goals with action and interaction hobbies is this:

When you use action hobbies you beat the challenge on your own.
When you use interaction hobbies you beat the challenge with someone's help.

Each rank in a hobby adds +1 to the value of the cards you flip in the challenge. You also receive a big bonus for being creative and providing an awesome description of your actions.

CHALLENGES

There are lots of problems that shonen can't solve with their fists. Pretty much any interesting problematic situation that the characters stumble into is called a **challenge**. Challenges are not resolved by fighting or

using any of the shonen's battle powers. Instead, they are overcome by using hobbies. Characters engage in challenges to boost themselves during filler and gain advantages in their next fight.

There are three types of challenges: **scouting, preparation** and **training**. Scouting challenges are attempts to get information on upcoming fights. Preparation challenges are attempts to readjust your gimmicks and allies. Training challenges are attempts to increase your technique ranks.

Every character may **attempt two challenges** during a filler section. You can attempt any combination of challenges in any player order you prefer.

Using Challenges

The Producer should design potential challenges ahead of time so they relate to the story somehow. It's very important to note that **players choose to perform challenges**, though. The Producer doesn't just throw down challenges to harass the players. Yes, she designs them, but challenges are not meant to confound or stop players. They're entirely optional.

When a player chooses to attempt a challenge the Producer will explain what kind of situation the character is in. The player then picks one of his hobbies that he has ranks in and begins describing how the PC will use that hobby to beat the challenge. Using an interaction hobby usually means talking to another character. Using an action hobby is more about overcoming the obstacle physically (or mentally, sometimes – like a puzzle or maze). There will be some back and forth description by the player and Producer. The player receives a big bonus if they describe their hobby-use and what they do during the challenge in an entertaining way. When all the setup description is over the player and Producer will flip cards and resolve the challenge. The player and Producer then wrap up the description of the scene and move to the next challenge.

When a player chooses to engage in a challenge, he is trying to gain information or readjust his position in the Arc. These actions are not *essential* to winning fights, but they can certainly help. Failing a challenge won't stop the Arc or mess up any character building going on, either. In fact, the interesting descriptions of how you overcome or fail at challenges are a big part of building the story. Challenges are a great time to talk with other characters, feature gimmicks and dig into mysteries surrounding your enemies.

Challenge Rules

Resolving a challenge is a simple card-flip and comparison.

The player will announce what challenge he is engaging in. The Producer will then provide a brief description of the scene and challenge. The player will choose what hobby he wants to use and can provide his own description of his actions for a bonus.

Both the Producer and the player will flip a card from the Game deck. If the player's card is **equal to or higher** than the Producer's card, they beat the challenge and receive the benefit they were aiming for. If not, they fail and do not receive the benefit. Suits do not matter in challenges – only the values are important.

Players add **+1** to the value of their flipped card for each **rank of their hobby**. If the player **describes his actions** in an entertaining way, he may instead **flip two cards and keep the highest**.

The Producer's card value can be modified too. Each challenge is designed with between two and five **inappropriate hobbies**, which are not revealed to the player. If the player choses an inappropriate hobby the value of the Producer's card is increased by **+5**. There are additional modifiers the Producer can use at her discretion as well. These are usually small bonuses of between +1 to +3 that reflect trouble with the current situation. Trying to scout an enemy with powerful psychic abilities might give the Producer an overall +1 no matter what hobby is used. Likewise, trying to train while on the run from an army of goons might give a +3 bonus to the challenge.

SCOUTING CHALLENGES

The characters can try a **scouting challenge** to see what kind of enemies await them, the potential rewards of the fight, and any weird conditions the battle may have. This information can be given to the player directly or described to the character, depending on the situation.

If a character succeeds at a scouting challenge the Producer must offer up the following info:
- ⊙ A brief and simplistic description of their next opponent.
- ⊙ The name of the enemy's most prominent technique or highest attribute.
- ⊙ Whether or not there are any special rules governing the next fight, or if there are any special rewards attached – though not what those specific things are.

Players can scout their own fights or the fights of their fellow shonen. It's also possible to get more detailed information if you successfully scout the same match twice!

The second scouting can provide two pieces of the following info, chosen by the player:

- The specific value of the opponent's highest attribute and their next highest attribute (but not the value).
- The specific value of the opponent's prominent technique and the name of another active technique.
- Their style-pairing for one attribute.

These tidbits can be selected multiple times, combining rewards. Multiple characters can scout the same opponent, also combining the information. No opponent can be successfully scouted more than twice in one filler. The information obtained from scouting is shared between all the players. There's no need to keep things secret, but the sharing of data should be roleplayed if it would be interesting or difficult.

Scouting Example:

> Crow is sneaking around the arena for his upcoming Knighthood Examination. He succeeds at a scouting challenge to see who his next opponent is! The Producer reveals he's matched against a thin and dead-eyed boy from the Desert Knight Cloister. He wears a series of pouches all over his body and sand occasionally pours out of them. The Producer tells Crow's player that this kid has the Dust technique. There are no weird fight conditions or extra rewards and the Producer makes sure the players know it.

> In the same filler, Spiral's player takes an interest in this sand-kid and decides to do a second scouting. He succeeds and opts to find out more about this guy's techniques and his attributes. The Producer must tell Spiral's player that the sand-kid's Dust technique rank is 7 and must inform him of another active technique he has: Earth. She must also mention that this guy's Energy is his highest attribute, valued at 33, and his next highest is Strength (without mentioning the value).

TECHNIQUE NAMES AND SCOUTING

When an information gathering ability is used to find out techniques, the revealing party must also tell the discoverer the **original name of a reskinned technique**. It doesn't do any good to tell somebody their enemy has the "Cotton Candy" technique at rank 9! The mechanics of the technique are more important than the description at this point. This applies to all ally abilities and archetype powers that gather information as well.

Imagining Scouting Challenges

Since players can try to use any hobby for a challenge, there are lots of ways to interpret scouting. A character using an interaction hobby could be soliciting information from an NPC, and a character using an action hobby might be doing actual reconnaissance.

PREPARATION CHALLENGES

Characters can try a **preparation challenge** to adjust their currently attached allies and featured gimmicks. You can also use a preparation challenge to **switch opponents** with another PC!

If a character succeeds at a preparation challenge they can do **one** of the following things:

- Switch out or attach any number of allies.
- Switch out or feature any number of gimmicks.
- Trade places with a willing PC, stepping in to fight their next opponent while they take yours.

Each character has a limit to the number of allies or gimmicks they can attach or feature, of course. Because of these limits there will be times when the bonuses you want just don't fit in to your current character build. Undertaking this challenge allows you to readjust mid-Arc depending on your needs.

Switching opponents is particularly useful when combined with scouting. If the players can find out what attributes or style-pairings an enemy has, then they can shift around and match themselves up with foes they're likely to beat. It's also fun to fight enemies with certain powers, like a cold-as-ice genius fighting a blazing bimbo.

Imagining Preparation Challenges

Preparing for a fight can take many forms. It can be imagined as doing research on your enemy's style (much like scouting), or perhaps making some kind of tool, or even practicing extra hard. Interaction hobbies are particularly interesting – you can use your social skills on allies to pump them up or convince them to assist you!

Switching out fighters is even cooler. Social hobbies can be used on your fellow PCs to insist that you should fight their foe! The action hobbies can be imagined as variations on swooping in at the last second.

TRAINING CHALLENGES

PCs can attempt a **training challenge** to increase their technique levels. Training is a staple of the shonen genre, but it has limitations. Most Arcs have maybe one or two instances of hardcore training; the rest of the character's power increases come from fighting.

Characters that successfully complete a training challenge receive 1 rank to immediately apply to any of their techniques.

Training challenges have a few extra rules. First, a player can only *attempt* training **twice** in the same Arc. Second, training requires power tokens. Third, training is more difficult than the other challenges.

When a player attempts a training challenge they must immediately pay **2 PT**. This price is paid regardless if the shonen succeeds at training or not. Shonen can also opt for **double training**, which consumes both of their challenges for one filler section **but only takes up one training attempt**! This kind of training is more strenuous than normal, perhaps even deadly. Double training takes 4 PT and provides 2 ranks if successful. It only requires one challenge check, which is much more difficult than normal.

When running training challenges, the Producer will flip **five cards** and use the highest one against the player. This value can still be modified by inappropriate hobbies and conditional modifiers. If the character is double training then the final value receives an additional +5.

Since training has a special place in shonen shows, there are ways to make this easier. The Producer will design special fights that give the shonen **training awards,** which reduce the number of cards the challenge can flip. Each training award causes the Producer to flip one less card, to a minimum of one card. Players can store up training awards over the course of an Arc. They disappear when used.

Training Examples:

Atsuno Crowley has been falling behind Shirosaki and needs to get stronger, NOW. During filler his player opts for a training challenge – just a single one for now. He marks off one attempt and pays 2 PT. The Producer hasn't offered any training reduction rewards yet, so Atsuno is going up against the best of five cards flipped. The training doesn't have any special modifiers and Atsuno isn't using an inappropriate hobby either. He makes an entertaining description of using Mystic to unlock his Spiritual Streams, so he gets to flip two cards and keep the best.

The Producer flips a 2, 6, 7, 7 and 10.
This training challenge's difficulty is 10!

Atsuno flips a 3 and 5. His Mystic hobby is +3. His total against the challenge is only 8.

Breathing heavily and sweating glowing spirit power, Atsuno collapses on the ground before he can open the gate to his higher Spirit Stream. Crud… He now only has one training attempt left for this Arc!

Later on he takes the chance again. He's fought with Shirosaki and Mike since then and earned 3 training awards. Atsuno opts for double training to make the most of his last chance, and he's made sure to attach all the allies he can to boost his chosen hobby, Mystic. He pays 4 PT and marks off his last training attempt for the Arc. With 3 training awards the Producer only flips two cards, and adds +5 to the total for double training. Atsuno will also flip two for an awesome description…

The Producer flips a 4 and 7.
The difficulty is 12 (7 + 5 = 12)!

Atsuno flips a 6 and 8. His Mystic hobby is +5. His total for this challenge is now 13!

With a completely calm soul, Atsuno masterfully unlocks his hereditary Crowley Spirit Streams, flooding his body with extra power! Atsuno earns 2 ranks to apply to any of his techniques.

Imagining Training

Training is one of the coolest things a shonen can do. Fighters can train in an infinite variety of ways, using any of the hobbies. Imagine chasing girls all over town using Romance, perfecting your kung-fu cooking with Craft, or stealing a forbidden power potion with Sneak!

HOW TO NARRATE CHALLENGES

One of the main quirks of the shonen genre is being "Just Strong Enough". This means that while fighters are absolutely superhuman during battle, they somehow seem to lose their mojo outside a match. This is very important to the hobby system and how you narrate challenges.

Your shonen will have superpowers. If you can use those superpowers to solve all your problems, then you wouldn't need hobbies. If you didn't have hobbies, your character would be a little less three dimensional – you'd be one step closer to just being a fighting machine. However, it is kinda silly to go through challenges *completely ignoring* your obvious abilities.

We recommend combining your hobbies with your superpowers!

A shonen with the Shadow technique will have really entertaining descriptions when using the Sneak hobby. Likewise, fighters with the Gadget technique and Science hobby are technological whizzes. This is a form of reskinning. You can narrate using your techniques and insane powers during challenges as long as you use the mechanics of the hobby system!

CHALLENGE EXAMPLES

Below are examples of how you can use each of the hobbies to overcome the different kinds of challenges. These examples don't note the cardplay mechanics, but instead focus on creative hobby interpretation.

Scouting Challenge

On the way to the Desert Cloister, Spiral is ambushed by a mysterious Knight. He defeats his foe but is very suspicious about what's going on. Spiral is travelling with Maestro and Sirocco (both NPC allies), and Rose (a fellow PC). The Producer has warned about the dangerous sandstorms of the Deep Desert, and one might be approaching soon! Spiral tries a scouting challenge to see what he can find before he has to take cover...

Comfort – Sirocco has been having premonitions about something terrible happening at the Desert Cloister. Spiral takes a few moments to calm her down and she conveniently remembers some details about the local Sand Tribes. She says this man seems to have been trained by them, and that there are rumors of other Ex-Knights like him. The Producer fills in the rest of the details with meta-information for Spiral's player.

Craft – Surviving the sandstorm is priority #1. Spiral uses basic survival training to turn their tents into a protective shell, but needs some extra material from the opponent's pack. Digging inside it he discovers...

Violence in Challenges

Occasionally there will be a need to commit violence outside the normal combat system. The *SFB* fight mechanics are for important fights that are dramatic. You can use the challenge system for violence against lesser characters. This requires a bit of conversation with your Producer, of course.

Little stuff like describing how you beat up somebody unimportant using the Intimidate hobby is *perfect*. That's easy to believe and well within the scope of the hobby. Describing how you use Sneak to ninja into a room, kill the guards and grab the princess *might not be OK*. It depends on whether or not the guards (unlikely) or the princess (possibly...) are shonen-class fighters. The Producer will know if the situation is fight worthy. Remember, in the shonen genre fighting is the main method of overcoming your problems! Some things are not important enough to be fought over, though. Chatting with the Producer and correctly interpreting shonen tropes will keep everything in the clear.

Going BIG

Some shonen series feature gigantic wars, intricate politics and other interesting side shows that are not represented by the fighting mechanics. Ultimately, each Producer is left to her own devices on how to run those scenarios. There is some advice on this in the Producer Section under "Grand Challenges".

Deceive – The enemy isn't dead, just beaten up badly. Spiral tries to get some info out of him, but his lips are sealed! Maestro steps in and offers to drag the man to safety out of the sandstorm (Spiral's player is reskinning this part to make Maestro the liar, while still using his character's hobby score). The man agrees and gladly fills them in, and Maestro reneges on the agreement at the last minute.

Exercise – Spiral doesn't need to be afraid of a stupid sandstorm! He trudges on ahead, following the ambusher's back trail. He gets as far as he can until the wind wipes out all signs of the footprints, but by that

time Spiral sees two sets! He has a few seconds to determine what kind of person left them, thereby getting the appropriate scouting info.

Frighten – Spiral chooses to end the fight with narrating that his transformation has taken control of him (which it occasionally does) and turned him into the fearsome Anti-Tempo, a being displaced from time. As the opponent lies there helpless, begging for his life, he spills the beans. Spiral is snapped out of his terrifying change by Maestro and Rose.

Inspire – Completely ignoring the random assassin, Spiral reaffirms his unbreakable promise to help the people of the Desert Cloister! He boldly presses on, knowing that something is wrong. The NPCs with him reflect that he's totally awesome and head off too. The Producer just provides Spiral's player with meta-information.

Mystic – In a rare moment of insight, Spiral tries to use his Time powers to reconstruct how the weird ambusher got here. He focuses his energy and sees a phantom replay of the men who commanded him. They look strong...

Romance – Spiral's player thinks it would be cool to play up some flirting with Rose. He narrates Spiral as acting in his normal idiotic way, and calls on Rose to fill in some info on the opponent he just smacked down. The two PCs work together with the Producer's meta-information to act the scene out. Note that Rose isn't using her hobbies, this is just an elaborate (and excellent) reskin by Spiral's player.

Science – Relying on Maestro again, Spiral takes a back seat while his mentor ally uses some advanced Knight medicine techniques on the fallen enemy. He finishes the diagnostic (or autopsy) and gathers some information on the enemy group, perhaps the kind of battle-drugs they are using.

Sneak – Leaving the enemy conscious and on his last legs, Spiral trails him back through the sandstorm until he reaches his deployment point. There he is able to spy on the men who dispatched the assassin, gathering the info about them directly!

Preparation Challenge

Mike is charging through the halls of Purgatorio to rescue Reiko, who's been abducted by the fallen Angel Izuun and his artificial Demons. Mike has just narrowly defeated a blasphemous scientist-demon infused with the power of poison. He's about to split off from Atsuno Crowley (a PC) and Rayjiel, an allied Angel his friends once fought against long ago. He realizes that his next fights are going to be even harder, so he takes a moment to prepare...

Comfort – Mike hates slowing down for even a single second. He can feel that Reiko is in terrible danger! He grits his teeth and starts to get down on himself, but then remembers a time when Reiko cheered him up. A small flashback ensues and Mike's player cleverly reskins Reiko's comfort for Mike as Mike's comfort hobby! He composes himself and readjusts his allies to attach Reiko again (even though she's kidnapped).

Craft – Blood is still pouring out of Mike's wounds. He takes a second to rip up his shirt and do some sloppy first aid. This doesn't stop the bleeding though, and Mike decides to cauterize the wound with his lightning powers. As he grimaces in pain he rearranges his gimmicks and starts featuring "Never Fall Down"...

Deceive – Atsuno takes a look down the adjoining hallways and nods in the direction of a big powersource. They both rush on ahead and are greeted by a gigantic demon soldier. The monster threatens to squash Atsuno, which would be a terribly matched fight! Still, Atsuno agrees and starts the match... only to step immediately out of the way for Mike to take over! "Did you think I was stupid?" he asks. This is a wonderful example of the PCs working together meta-wise to scout the fight (Atsuno) and to arrange an opponent switch (Mike).

Exercise – Mike picks himself up off the ground and uses his steely endurance to ignore the poison raging through his body. He does so, and in the process exchanges a gimmick or two for the next fight.

Frighten – Not impressed by the twisting corridors of Purgatorio, Mike calls out a challenge and smashes the nearest wall to bits! As the dust settles, Rayjiel comments that he's glad Mike is on *their* side. Mike's player switches out the Rayjiel ally for another NPC.

Inspire – With his dying breaths, the science-demon declares that everyone who fights Master Izuun will surely die. It's inevitable as the rising sun! Mike stares him straight in the face and defiantly says "we have our own sun – Shirosaki". That shuts the bad guy up for good, and Mike's player is free to do his preparations (maybe a fight switch with Shiro!).

Mystic – Mike's a down to earth guy, so he relies on Rayjiel to explain some of the pseudo-science magic junk down in the demon's lab. After getting a decent enough idea of what he was working on, Mike chooses

the gimmicks he thinks are proper for the upcoming opponents who'll be using the science-demon's wicked combat drugs.

Romance – Mike is a quiet guy and doesn't have any romantic interests. However, there are plenty of characters that are interested in Mike. As Mike's about to set out, he gets a surprise visit from Matsuriel, a ridiculously buxom angel ally NPC! At first she's serious about helping out, but the conversation quickly turns to awkward flirting (and Mike rearranges his allies, of course).

Training Challenge

Shirosaki Sanshiro is beaten, broken and hiding in a cave. He's just been defeated by Belial, Ruliel's amazingly powerful brother and Angelic Captain of the 10th Wing. Shiro needs to get more powerful if there is to be any hope of rescuing Ruliel! He is hanging out with Rayjiel, a brand new NPC ally, and the mysterious Eva, some kind of ancient being who knows a hell of a lot about Angels, Demons and all the crap that's currently going on. Shiro must conduct his training in relative secret with these two or else risk discovery…

Comfort – Shiro realizes that Rayjiel is just as torn up about losing Ruliel as he is. He talks to Ray a bit and finds out more about this new NPC. In the end, he convinces Rayjiel to really give it his all and train with him! Now with a sparring partner, Shiro is ready to rock.

Craft – Eva promises to train Shiro and Rayjiel, but at least half that training just seems to be polishing their Soul Swords! Little do they know that caring for their blades is slowly building a deep and disturbing connection to the beings that inhabit the steel…

Deceive – Somewhere far away (maybe in a flashback) Shiro's player describes Eva talking to another NPC ally; that guy who always wears Bermuda shorts and runs the stupid shop in Bakuhatsu City! They are talking about the dangers of Ascension and Shirosaki releasing his full power. Even though Shiro isn't the one deceiving anybody, his player still uses that hobby and reskins it for this awesome scene that starts his training!

Exercise – Shiro starts training, simple as that. He swings his Soul Sword around and does impressive work outs. Hopefully this will be enough…

Frighten – Shiro has been very quiet since his defeat and healing. Too quiet, in fact. When Eva asks him if he's ready to start training, he calmly turns around with dull eyes and says "Yes. I'm going to kill Belial". A shock passes through her at the coldness of that promise, and she reluctantly starts his exercises.

Science – Atsuno and Mike rush to the demon's lab to try and make an antidote for the deadly poison rushing through Mike's veins! Atsuno's player does his own challenges, and Mike thinks it's a good idea to go along with the science theme. The characters work together to gather components and save his life.

Sneak – Not the best at sneaking, Mike's player describes this hobby-use as sending Rayjiel ahead to scout. Now, this isn't a scouting challenge per se, so it should be thought of as making sure the coast is clear for Mike to rest, or to see if a fight is going on that he needs to jump into (in the case of an opponent switch).

Inspire – Rayjiel goes off on a tear about how they'll never be able to defeat Belial. He's just too strong! Shiro ain't buying it. He lets this complaining pass and uses his inspire hobby on *himself*. He'll find a way to rescue Ruliel, no matter what.

Mystic – Eva warns Shiro that this isn't a good idea, but he insists it has to happen. She's going to separate his soul from his body and send it into his sword, where he can speak directly to the being in his Soul Sword! Little does Shiro know that he can die in there…

Romance – Ruliel sits in the highest tower in The Heavens and awaits her execution. A single tear falls into her lap, and she mouths the name "Shirosaki". Shiro wakes from this dream (?) and knows what he has to do!

Science – Shiro fiddles with the syringe hidden in his robes. Atsuno gave it to him, reminding him that he always over-does it. This "soul drug" is only to be used in the direst of circumstances; it could blow out all his spiritual pathways if he's unlucky. Shiro really has no choice – he's just not healing fast enough and he *has* to start training now.

Sneak – Eva has forbidden Shiro from training! She says it's suicide in his condition, and that he'll never beat Belial. Every time he starts practicing she knocks him out again! So, Shiro starts sneaking off in the night to get some exercise. He thinks Eva doesn't notice, but maybe this was her plan all along.

EXPERIENCE AND REWARDS

This chapter is about how you improve your shonen fighter! Gaining power is a major theme of shonen, and everybody likes getting new shiny abilities. There are also some notes in here for the Producer, which we'll go over in detail in the Producer Section. *Shonen Final Burst* has a few non-standard ideas about permanent power gain, though, so we'll discuss those first.

CYCLICAL POWER

This is one of the quirks of shonen anime. Characters fight and increase their power to astronomical levels, eventually beating an opponent that was many times stronger than they were. What happens next? There's another Arc with even stronger enemies, of course! The process begins again and the heroes have to gain *even more power* to beat these new foes. It's a system of constant development. We call this **cyclical power**. At the beginning of an Arc the PCs will always be faced with more powerful opponents, which forces them to get better.

> **PCs revert back to starting-level characters mechanically at the beginning of an Arc.**

Narratively the characters are still super badass dudes. They still have their crazy new techniques and moves. In some cases they retain powerful transformations. This is all essentially reskinning though. Mechanically they are back to baseline power, working their way back up the scale again. There are however some permanent rewards earned after every Arc. Shonen who have been through lots of stuff are definitely more powerful than fighters who haven't faced down any dangerous Bosses. The important point is that they must still engage in the **power cycle** again, which is part of the shonen experience.

YESTERDAY'S HOTNESS

The idea of fighters having to work back up the power scale really shouldn't come as a surprise to the players. It's not that the shonen become weaker once an Arc is over – it's that everyone *else* gets stronger!

For example, imagine the high powered martial arts Universe of *Galaxy Star X*. After one major Arc the main character hits an apotheosis of controlled rage and turns into the Mystical Hyper Moonkey! In every subsequent Arc that is his *baseline* level of power. He still gets more gnarly each passing fight. Heck, he even finds higher levels of Hyper Moonkey to transform into! A few Arcs later everyone is turning into Hyper Moonkeys as soon as fights start. It's not even mechanically represented anymore; it's just description and reskinning at this point.

So, cyclical power is totally normal for the shonen genre. In fact, it's an honored tradition.

GAINING POWER DURING AN ARC

There are a few ways to increase your power during an Arc. The most common way is through post-fight technique rank awards.

At the end of every fight the Producer should award the PC with one rank they can apply to their techniques. This is a mandatory reward – the PC earns it even if they lose.

The Producer can opt to award extra ranks if she desires, but usually not after every fight. She could make the extra ranks conditional on winning or losing, too. The Producer has to inform the players if such a reward is on the line if they succeed at a scouting challenge.

Using this award is easy as pie. During the filler following the fight the player just adds +1 rank to one of their techniques. They then gain the bonuses for that new rank. Characters can also receive technique ranks from successful training challenges, which are used in the same way.

Increasing your active technique ranks increases your attributes, and your passive technique will increase your overpower limits. Both kinds of techniques also provide options for signature moves and unlocks for transformations. Basically, increasing your techniques is the primary way to get more powerful.

Technique ranks are cyclical bonuses. They reset after an Arc is completed.

Allies
The Producer can also provide ally rank awards during an Arc. If a particular fight revolves around an ally then there's a chance there might be a rank award waiting at the end of it. These awards are likely for a specific ally, not universal points you could just apply anywhere. There are also some fights that give you a brand new ally! The Producer has to inform the players if such a reward is on the line if they succeed at a scouting challenge. These bonuses may be conditional on winning or losing.

When a new ally is gained they are usually available to the whole PC team. The Producer can limit this based on the situation and story, but allies are often group property. Each PC has their own ranks with each ally, though. When an ally rank award is given to a player

only they benefit — everybody else has to earn their own bonuses.

Ally ranks and new allies are permanent bonuses. These do not reset after an Arc is completed.

Gimmicks

The Producer can create fights or challenges that reward the shonen with gimmicks, too. Gimmicks do not have ranks and they are all individually earned. Once again, the Producer must inform the players if a gimmick is on the line if they successfully scout a fight. Gimmick awards can also be conditional on winning of losing.

Gimmicks are permanent bonuses. These do not disappear after an Arc is completed.

GAINING POWER AFTER AN ARC

Shonen receive the following *permanent* bonuses after completing an Arc:
- One hobby rank
- The ability to feature one more gimmick
- The ability to attach one more ally
- One or more ally ranks for your PC relationships
- Exchange cards in their personal deck

There are also some bonuses for completing multiple Arcs:
- Gain an additional ally call-in after completing 2 Arcs, to a max of 3 call-ins after finishing 4 Arcs.
- Exchange a normal gimmick for an advanced gimmick every 3 Arcs.

Players can also switch around their characters active and passive techniques between Arcs, redesign their transformations or SMs, and change archetypes and styles. These changes should be backed up by something important that happened during the Arc, and drastic changes should be run by the rest of the group if they're particularly jarring. Shonen fighters constantly evolve, but this shouldn't be an invitation to render your character unrecognizable to the audience!

Producer Rewards

You'll notice that some of the post-Arc rewards are variable. The number of ally ranks for PC relationships and the number of cards you can exchange are chosen by the Producer based off your roleplaying during the Arc! For PC ally rank awards, this is usually based off how interesting your interaction was with the other players. This is dealt with in the Producer Section. The card exchange system is detailed below.

CHANGING THE PERSONAL DECK

The most powerful post-Arc reward is arguably being able to adjust the cards in your personal deck. *Shonen Final Burst* has a **deck building experience system**.

Everyone's personal deck starts with the same cards. As you grow in power you can replace some of those cards, creating a unique deck that is tailored to your playing style. By changing the makeup of your deck you can produce high valued combos or blocks easier. You can also change the odds of drawing certain suits, making technique activation easier.

Here are the guidelines for changing your personal deck:

The personal deck always contains 40 cards.
The personal deck only contains cards valued 1 – 10.
The personal deck cannot contain more than 10 copies of the same card.

When you receive a post-Arc card exchange reward, simply grab another deck of playing cards that matches your own and swap in the cards you like. It's *highly recommended* to keep a record of your current deck makeup, in case it gets lost, damaged, or deconstructed to play poker.

Earning Card Exchanges

All players receive one card exchange just for completing an Arc. The rest are awarded based on roleplaying. The Producer is the ultimate authority on whether these requirements are met, but the other players should totally weigh in too.

Players can earn an additional exchange, **up to a maximum of 4 exchanges per Arc**, by: acting in character with their archetype; interacting with fellow PCs based on their brother/rival relationship; actively playing an NPC; pumping out overwrought melodrama; consistently describing radical anime visuals; doing the impossible; etc.

Essentially, acting like you're in a shonen show gets you more card exchanges. Hell, these can be awarded for just being a stand-up player! The Producer should look favorably on players that shoulder the burden of paying for pizza, or who provide character art, soundtracks or even just a place to play.

HOW TO "POWER DOWN"

At the beginning of a new Arc the PCs should have the same statistics as a fighter fresh from character creation.

This mainly means their attribute scores and technique ranks need to be reset. Here's a breakdown of what changes and what stays the same between Arcs:

Attribute scores are reset to 1, and the players allocate 50 points among them, with the maximum score set at 20. Players can alter their attribute distribution to represent changes to their character. For example, between the 6th and 7th Arcs of *White,* Shirosaki shifted most of his points away from Strength and focused them in Speed. The represented a near constant state of Angelic Ascension, his main transformation.

Technique ranks are reset to 1, and the players allocate 7 ranks among them, with the maximum rank set at 7. Players can switch around their techniques to show character evolution, too. For example, in the later Arcs of *Spiral Squire*, Crow switches his passive technique from Control Chakra to "I Will Kill my Brother" (a Fighting Spirit reskin). He also drops his Wind technique and picks up Prodigy Skill, and shifts most of his ranks into Fire to represent his focus on his new flame-based signature move.

Because the technique ranks are reset, the characters' powerup and aura will also reset. So will their combo flows and powerup wildcards. Additionally, players can select different attribute boosts and bonus options when they re-level their techniques.

Archetype can change between Arcs, if the player likes. If their archetype changes then their PC allies will have to note their new call-in power and hobby bonus. For example, the navigator Mina from *Big Treasure* temporarily switched her archetype from "I Gotta be the Richest!" to the Girl With Glasses after she mastered her mysterious weather controlling powers.

Style can be redesigned if desired. For example, Mike altered his style before he stormed Purgatorio with Shirosaki because he believed he'd be facing lots of Energy-using characters.

Signature moves are reset down to two, without any extra options. Players can allocate options if their new starting technique ranks provide them. You can also switch around technique focuses or some of the bases, too.

Players with more than two SMs must pare them down to just two. There's no reason to throw those extra SMs out the window though! It only costs one option to make a new SM, so you may have some available through starting technique ranks. Just put them aside until you have enough options to reactivate them.

It may seem strange that character loses access to their super moves after an Arc. It's a bit different than just assuming they're at the bottom of a power cycle. It's helpful to imagine that the character is just keeping that move in reserve as a surprise for later, or maybe he realizes it's not good enough to affect the new badass enemies he's fighting. After he gains a few options he can reintegrate it into his combat repertoire and explain why he didn't need it up till that point!

Transformations can be kept the same between Arcs. If desired, the players can redesign them with different bonuses and number of forms.

Sometimes transformations are reskinned to represent new levels of permanent power. For example, after defeating Heeta in *Galaxy Star X*, every fighter that was a Moonkey always fought in their Hyper Moonkey form! They were not *mechanically* transformed, but just described as being in the Hyper Moonkey state. Their actual transformations were reskinned and narrated as heightened states of Hyper Moonkey-dom.

Gimmicks usually stay the same between Arcs. PCs can feature one more gimmick for each Arc they complete, and can upgrade a starting gimmick to an advanced gimmick every three Arcs.

Ally ranks are not reset between Arcs. PCs can attach an extra ally for every completed Arc, and they receive an extra call-in for every two Arcs, up to max of 3 call-ins. Players also receive ranks to apply to their Brother/Rival relationships with other PCs.

Hobby ranks do not reset between Arcs. Characters gain one hobby rank for each completed Arc. The hobby bonuses from allies might change due to different allies being attached or upgraded, but a character's base hobby ranks don't disappear.

Easy Powering Down
The fastest way to reset after an Arc is to just redo your attributes and techniques. It's relatively easy to subtract options from SMs, and transformations simply get re-locked.

Importantly, make sure to talk to the Producer and the other players if you plan on radically changing your character between Arcs! It may make more sense to just grab an NPC ally and upgrade them to full-PC than to totally shift around all your techniques, personality, and character designs.

PRODUCER SECTION - ENEMIES

This chapter is all about the NPC bad guys the players will face. A good shonen series has good enemies! Here we talk about how to construct and run opponents, including ultra-powerful Bosses. There's also some info on spicing up your fights with battle conditions and a couple of short-cuts for running matches. This chapter contains some technical stuff that you (the Producer) might want to hide from the players. That's up to you, of course.

ENEMY NPC OVERVIEW

There are two kinds of bad guy: Normal NPC enemies and Bosses. There are big mechanical differences between normal NPC enemies and Bosses. Bosses are the biggest badasses in a particular Arc; they're usually the last opponent the PCs face. Unlike normal opponents, Boss fights are **not** one-on-one. Bosses have special rules and use a unique deck of cards — the Boss deck.

Normal NPC enemies, on the other hand, have statistics and powers much like PCs. As we mentioned in the introduction, *Shonen Final Burst* expects the PCs to play normal enemy NPCs. This is slightly unusual for an RPG, so let's talk about why *SFB* is set up this way.

Players as Enemies

Players are asked to play the enemies for two main reasons. First, it speeds up the game immensely. The shonen genre essentially dictates that fights should be one-on-one. If we assume a group of 4-5 PCs, then you'd have to have an equal number of enemies. In most RPGs the Producer-equivalent would control those NPCs, but this is not efficient in *SFB* due to the cardplay mechanics. Additionally, each player would have to wait around for his turn to come back up as the Producer progressed around the table dealing with each combat pair. By having the players run the NPCs we remove the problem of the Producer having to draw multiple cardplay hands and we reduce the amount of time everyone has to wait for their turn!

Second, shonen heroes have a very special relationship with their enemies. It's incredibly common for some enemies to be really popular characters. Hell, a lot of them end up as good guys eventually! Putting the players in the bad guy's driver's seat gives them the opportunity to run another cool character, flesh out their personality and background, and maybe set them up for a recurring role. This gives the players better perspective into the story, enriches roleplaying and makes everything more awesome in general.

In a normal game we expect the Producer to run at least one and at most two of the NPCs during a bout of fights. The rest should be run by players. When players run enemies their own character is obviously not fighting. Simply have the player pairs flip roles after one fight is concluded to round everything out.

The Producer as the Enemy

OK, it may be ambitious to insist that players run all the enemies. Some players might be confused by a character that isn't their own. They may not be able to get into a different personality, or they may fumble the mechanics. They could be nervous, shy, unimaginative or even just lazy. New players in particular won't be up to handling the burden of playing an NPC — they're still learning the game!

We understand that. Let's say that your *goal* as Producer should be to get the players to the point where they can (and want to) play the NPCs from time to time. Feel free to offer as many incentives as possible to get this rolling. Roleplaying a cool NPC is a type of reward, sure, but what about something more tangible? Give out PT, extra card exchanges, technique ranks, ally ranks, whatever! That's a lot better than *forcing* them to do so. That wouldn't be fun. Eventually, after some practice and the promise of goodies, the players will be down with their new responsibilities. Still, how do you deal with the cardplay and time problems without the players' help?

There are a few mechanical short-cuts to run multiple fighters as the Producer. Let's take a look at how to construct normal enemy NPCs first. We'll present these tips after all the basics are out of the way at the end of this chapter.

CONSTRUCTING NORMAL NPCS

Making an enemy NPC is like making any other shonen character. You need a cool concept, some visual design, a personality and motivation, and a bunch of stats. The next chapter has some tips on making your enemies memorable, so we'll just deal with the mechanics here.

NPCs have the same core statistics as PC shonen: attributes, techniques, archetype and style. NPCs have at least one SM and maybe a transformation. NPCs should also have some gimmicks. NPCs **do not have allies.** They also don't have hobbies and their passive techniques work in a more simplistic way. Essentially, normal enemy NPCs are scaled down versions of PCs. They should be **easier to play** than a normal PC.

NPC Cards

NPCs need a normal, unmodified personal deck to draw from in addition to the game deck. NPCs don't get customized personal decks.

NPC Statistics and Scaling

The PCs gain power over the course of the Arc, but NPCs don't. NPCs should be constructed by the Producer to provide appropriate challenges to the shonen depending on where they are in the Arc. Since the goal of NPCs is to provide a fun challenge the enemies should always be able to match the PCs in power. In fact, because of the underdog nature of shonen heroes, you might want to make the NPCs a bit tougher than the PCs.

In order to keep NPCs easy to run, you should focus on increasing their **attributes and overpower limits**. NPCs should have higher attributes and overpower limits than the PCs. The PCs counter this by having allies, more gimmicks, and better tactical options.

When designing an NPC you should imagine which attributes are their best and which are not. Think of their best attribute or attributes as their *primary,* assign the next best as *secondary*, a few as *ignored*, and maybe one as a *weakness*. This is just a shorthand order, not a strict rule. Based on these guidelines, NPCs should have the following starting attribute values:

- ⭕ Primary: 25
- ⭕ Secondary: 15
- ⭕ Ignored: 10
- ⭕ Weakness: 5

Attribute scores should increase based on the PC's power. Simply add a value to all the attributes except weakness equal to the number of fights the shonen has been through. You can estimate this value if you plan your Arcs and fights ahead of time. For example:

> The Producer creates a bad guy to stop Shirosaki Sanshiro while he's trying to rescue Ruliel. She thinks this bad guy will show up around the end of the Arc, about 10 fights in. She designs him with Strength and Energy as primary attributes, Mind and Speed as ignored, and Skill as his weakness. She'll use the base values and add **10** (the number of fights Shiro will have been in) to all the attributes except his weakness. This gives the bad guy attributes of Strength 35, Energy 35, Speed 20, Mind 20, and Skill 5. Rough!

An enemy's overpower limits start at **20**. Overpower limits are based off the NPCs passive technique (shown below). NPCs construct their styles as normal.

NPC Techniques

Enemies have three active techniques and a passive technique just like normal shonen. These techniques are simplified however.

The active techniques provide normal rank bonuses, like boosts and cardplay bonuses. They also provide expend effects and the conditional bonuses. The active techniques **don't** provide attribute boosts – NPC attributes increase as noted above. Additionally, they **don't** offer signature move options or transformation unlocks. The Producer just designs whatever SMs and transformations the NPCs need and estimates the power levels.

The passive technique is even more slimmed down. An NPC's passive technique gives the following benefits:

- ⭕ +2 to primary and +1 to secondary attribute overpower limits per rank.
- ⭕ +1 to powerup and aura per rank.
- ⭕ One pick of powerup wildcard or combo flow per rank.

You can adjust the NPC's powerup and aura scores directly if you want to focus on certain cardplay tactics. Note that NPCs don't receive passive bonuses like being able to holdover cards in their aura, or have extra gimmicks and call-ins. This is on purpose to give an edge to the PCs.

NPCs should have simplistic technique rank templates. Much like the attributes, choose one technique to be primary, two to be secondary, and one to be largely ignored. Opponents should have the following starting technique values:

- ⭕ Primary: 5
- ⭕ Secondary: 3
- ⭕ Ignored: 2

Increase these scores by +1 if the opponent appears near the middle of the Arc, and by +2 if they are end-Arc baddies. You can optionally adjust these at your discretion, of course. Keeping the technique scores low reduces the number of tactical options for the NPC, which increases the speed of the fight. Remember, the power of the NPC should come from their attributes to keep things simple!

NPC SMs and Transformations

The Producer simply designs whatever SMs and transformations the NPC should have. NPCs don't need to have transformations, but they always have at least one SM. Apply whatever number of options to the SM that you think is appropriate for the toughness of the bad guy. Likewise, consider the transformation unlocked to whatever level you like. If you just want to make an enemy capable of transforming up to Stage 2, don't bother designing the other 3 stages. Keep it simple.

In fact, it's easier to just make an enemy transform before the fight. If the PCs are all rocking

transformations then the NPCs should be too. Simply have them start a match already powered up.

NPCs will need PT, too. The amount of PT you give an enemy can be largely eyeballed. We recommend doling about 1 per fight the PC shonen has been through with a minimum amount equal to the number the PC currently has. If you think the enemy needs more to transform multiple times or pull some devastating combination of signature moves, then go ahead and give them more!

NPC Gimmicks
Gimmicks work differently for enemies. Instead of providing passive bonuses, NPC gimmicks are instant-use abilities that are activated like allies. Narratively, NPCs don't call-in allies like the heroes do. That's just not their thing; shonen have friends, bad guys don't. Bad guys do have surprising powers though! These are represented by their gimmicks. Just like PC gimmicks, they should be called out during the fight to provide character development. For example, an honorable enemy might have a gimmick called "Code of Bushido", which he uses to heal himself by declaring his unimpeachable nobility. If you're thinking that we reskinned allies as gimmicks for opponents… you're right!

ENEMY TAG TEAMS

Having one PC fight multiple baddies at once is not recommended. There's an issue with cardplay, which we discuss below. There's also a problem with being hit by multiple attacks a round – the character is going to be stomped.

There is a way around these mechanical limits; reskinning! You can simply make one NPC and say its two or even three enemies! This is perfect for making twin warriors, little guys that ride on big dumb guys, characters with dedicated sidekicks or super-pets, and even **armies**.

It's all about description. Use the normal rules for making one NPC and fight as one NPC – describe it how you like. If you want to be rude, you can always increase the stats of the tag team and put the PC at a major disadvantage!

There are also rules for fighting a bunch of minor baddies, called **mooks**. These guys aren't supposed to challenge the PCs, though, so don't try to use them for a serious fight.

NPC gimmicks provide the same bonuses as Ally Call-in Powers. Any ally bonus can be turned into an NPC gimmick. It's especially important to give your enemies gimmicks that you know can slightly counter the PCs' abilities. It's not cool to be a complete cheater by overloading them with tons of healing or SM removing powers, because that would ruin the player's fun. It is smart to give them *some* SM removing abilities though, to make the fight more interesting. We recommend loading them up with instant SE causing powers to offset their relatively low technique ranks.

NPCs should have at least 2 gimmicks, and probably not more than 5. Remember, we want NPCs to be easy to play, not overloaded with billions of confusing options. These gimmicks can be designed from an appropriate Ally Power rank – rank 1 is good for most enemies, while the other ranks are reserved for more powerful opponents. They should have between 1 and 5 activations of each gimmick per fight, depending on how difficult you want them to be. NPCs can activate the same gimmick multiple times in the same fight, but can't activate more than one gimmick per round. Check out the example NPCs at the end of the chapter to see some possible gimmick set-ups.

Importantly, the Hopeless SE prevents an NPC from using any gimmicks for the round. NPC gimmick activation is treated like an ally call-in for timing.

Additional Design Notes
In the end, you can design NPCs any way you like. These are guidelines for their creation, but you can modify them if you find your enemies are too easy or too hardcore. You can develop your own additions and powers too. Feel free to make up unique moves for your NPCs. Tailor your baddies to your players' power levels. A good NPC should be difficult to fight but not ridiculously unfair (that's what Bosses are for!). The challenge should be sufficient to push the player's limits and still be fun!

CONSTRUCTING BOSSES
Every shonen Arc has a Boss. They are the super powerful opponent that the PCs strive to beat. These Bosses are always impossibly strong; it seems like there's no chance of defeating them. This is part of the shonen genre, of course. Doing the impossible, punching the un-punchable, breaking the unbreakable – that's what we're here for! While the powers of Bosses are downright **unfair**, there is a key to beating them. Shonen are allowed to team up against Bosses, using a modified battle system to combine attacks and defend their buddies. If they work together they *just might win!*

Boss Statistics

Bosses have many statistics in common with normal NPCs. They have attributes, archetypes and a style. Bosses also have techniques, but they work differently than normal. Instead of SMs they have special Boss moves. Their method of transforming is different too. Bosses do not have allies, hobbies, or gimmicks. Finally, unlike regular enemies, Bosses don't need scaling power levels; they're always in full ass-kicking mode.

Attributes

Assign primary, secondary, and ignored attributes as you would with a normal NPC. Bosses don't have weaknesses. Bosses should have the following attribute values:

- ⭕ Primary: 45
- ⭕ Secondary: 30
- ⭕ Ignored: 20

Bosses have no overpower limits. Bosses construct their styles as normal.

Archetypes

Shonen villains have different archetypes than shonen heroes. Each Boss has a uniquely evil personality that you create. To make a Boss archetype, create a catchy name and assign a rank 3 Ally Call-in power to it. Simple! The Boss can use this **Boss power** 3 times per fight, but no more than once per round. Here are some examples:

CONQUERING WARLORD – These Bosses are powerful despots bent on bloodshed and expanding their power. They will mercilessly destroy anything in their path, even wiping out whole planets. They rightly believe themselves to be invincible and are usually powerful warriors. Heeta, the genocidal alien Boss of *Galaxy Star X,* is the primary example of the archetype.
Boss Power: +8 unstoppable damage to a successful attack (*Unstoppable Damage*).

DEVIOUS MASTERMIND – This type of villain thrives on lies and deception. He may appear as an ally earlier in the Arc, sowing confusion and creating conspiracies. These baddies are always one step ahead of the heroes and their plots are intricate nightmares. Ouroboros, the dreaded rebel Knight of the 3rd *Spiral Squire* Arc who corrupts Crow, is an excellent example of this archetype.
Boss Power: A targeted player must reveal their PC's two lowest attributes and values (*Gauge Weakness*).

NIHILIST – Nihilistic bad guys hold nothing in value. Friendship, promises, and even life is meaningless to them. These monsters casually kill anything important to the shonen just to see them squirm, all with the same indifferent look plastered on their face. Ulorazoth, the artificial Demon from a later Arc of *White,* is a notable Nihilist.
Boss Power: Inflict intense Hopeless (*Inflict SE*).

UNYIELDING TRADITIONALIST – These Bosses are slightly unusual, maybe even misunderstood. An Unyielding Traditionalist opposes the shonen heroes because of their own honorable ideals. These ideals could be corrupted or misplaced (for the time being), making the Boss a hardheaded philosophical opponent. Admiral Blue, the magma monster controlling military leader from *Big Treasure*, is the perfect example of an Unyielding Traditionalist, along with most of the other Admirals and members of the Planet Government.
Boss Power: +15 to defense (*Defense Bonus*).

Techniques

Bosses have four active techniques but no passive technique. These techniques are keyed to card suits just like normal characters. These techniques are all set at rank 10. You'll need to select the specific options for each technique as usual. Boss techniques provide all the normal cardplay bonuses and conditional bonuses. However, they **do not** provide attribute bonuses, expend effects, SM options or transformation unlocks.

The Boss Cardplay section below will explain how to use your techniques.

"HIS SPIRIT POWER IS OVER WHAT?!"

Boss Moves

The most dreaded powers of Bosses are called Boss moves. Like a shonen's signature moves, Boss moves require powered up cards. They also need PT, but bosses receive PT in a unique way.

You can design between one and four Boss moves for your bad guy. This is exactly the same as designing an SM. All Boss moves have 5 options. You can use some of these options to create terrifying unique **Boss effects** for your villain. These effects are unlike anything else in the game — they're rule breaking powers that affect the players' descriptions! You can also use options to allow the Boss move to apply a **battle condition** (see the Pumping Up The Fight section below). Here are some example Boss effects:

NIGHTMARE WORLD — The enemy's mind is hurled into an illusory world of terror and pain. This move inflicts +10 automatic damage. Players taking damage from this attack must describe their next attack as fighting against horrific nightmares and demons in their own mind. Failure to do so inflicts intense Terror. Crow was subject to this attack when he faced his traitorous brother Raven in the 4rd Arc of *Spiral Squire.*

PERFECT HYPNOSIS — The enemy is mesmerized by a powerful subconscious force, completely fooling their senses. This move inflicts intense Trick. Players taking damage from this attack must describe their next defense as though a fellow PC shonen was attacking them. Failure to do so causes the intense Trick to linger for another round. The renegade Angel Izuun made use of this effect during the 3rd Arc of *White.*

PLANET BUSTER — The villain goes for broke and launches and attack that will take the whole planet down with him! This move inflicts +10 unstoppable damage. This move also causes the Doomed Planet battle condition, lasting for the rest of the fight. This attack option was made famous by the maniacal Heeta in *Galaxy Star X.*

Choosing a Boss effect costs one of the move's 5 options. A Boss move can have up to two Boss effects — too many start causing complications. In general, a Boss effect causes a mechanical effect similar to spending 3-5 PT on an SM, plus a cool conditional description modifier with another 3-5 PT effect attached or a battle condition. They don't require any PT though, so they're a good way to ratchet up the Boss's power for free!

The description modifiers should be phrased like: "the player must do [this], or else [effect]", or "the player must not do [this], or else [effect]". These description changing powers are meant to spice up Boss fights and

really drive home the seriousness of the battle. They are largely exercises in **reskinning** and **playing along** (from *SFB*'s Core Concepts).

BOSS CARDPLAY

Bosses declare attacks and defenses like normal characters, but their cardplay is radically different. All Bosses draw cards from the **Boss deck,** not the game deck or personal deck.

The Boss deck is made from the face cards (Jacks, Queens and Kings) excluded from the personal decks your shonen players use. We recommend making a Boss deck of about 48 cards, which would be the face cards left over from four personal decks. Make sure to include an even spread of suits, too. If you just gather up the spare cards from when the players make their decks you should be set.

Bosses draw 5 cards per round. Some SEs and powers can reduce the number of cards they draw or force them to discard cards. **No combination of powers can cause a Boss to have less than two (2) cards to play in a round**.

The values and usage of Boss deck cards are different than normal cards, but the idea for playing them is mostly the same: you'll declare an attack and choose an attribute, then play a card to boost its value. Same with defense.

Bosses play one card to increase their attack and one card to increase their defense; they don't have complex combo or block rules. Bosses still place their chosen cards face down, though.

Card Values

The boss deck cards have the following values:

- ⚪ Kings – +30
- ⚪ Queens – +20
- ⚪ Jacks – +5

So, a Boss with a Strength of 45 who plays a Queen for attack will have a final attack value of 65 (45 + 20 = 65)! These values can be adjusted based on how many shonen fight the Boss to properly scale its power. We'll get into this below in the Fighting Bosses section.

Card Suits

Suits can be completely ignored on the cards you play for attack or defense. The suits on Jacks play a part in activating techniques, as seen below. Suits also matter for powering up and using Boss moves.

Boost Cards and Technique Activation

Jacks are special cards that can boost other cards you play. You may play **one or two Jacks** along with your attack or defense card. Each Jack you play with your attack or defense provides a **+5 bonus and activates techniques**. Lay them out as though they were a combo or block so the players know a powerful storm is coming.

Activating Boss techniques is simple: playing one Jack counts as activating 3 cards of its matching technique. Playing two Jacks of the same suit counts as activating 5 cards of the matching technique. Playing two Jacks of different suits activates two techniques with 3 cards each.

The Disarm and Wide Open SEs affect how Jacks can be played. A Boss suffering from normal Disarm can't play Jacks alongside a King card for attack. Intense Disarm prevents any offensive Jack boosts. Wide Open does the same for defense; normal Wide Open prevents Jacks from boosting Kings for defense, and intense stops all defensive Jack use.

Boss Cardplay Example: Jacks and Technique Activation

Simply play a Jack alongside your offense and defense cards. Playing two Jacks activates higher technique bonuses!
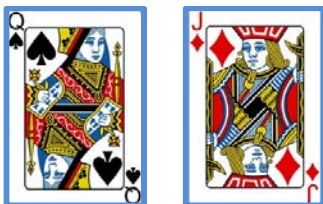
The Producer plays a Queen for this attack. That adds +20 to the Boss's attacking attribute. She also played a Jack, which adds an additional +5. Finally, the Jack also activates the Boss's diamond technique as though 3 cards were activated.

Once again, the Producer plays a Queen for this attack. That adds +20 to the Boss's attacking attribute. She also played two Jacks, which adds an additional +10. These Jacks activates both the Boss's diamond technique and club technique with 3 cards.

One more time, the Producer plays a Queen for this attack. That adds +20 to the Boss's attacking attribute. She also played two Jacks, which adds an additional +10. These Jacks are both diamonds, so they activate the diamond technique with 5 cards!

Powering Up and Launching Boss Moves

Bosses should announce using Boss moves immediately at the start of the round.

Bosses need to set aside cards to launch Boss moves. This is exactly like powering up. Simply set aside the cards you want to use later. **All Bosses have a poweup score of 3 and an aura of 6.**

Boss moves have requirements similar to SMs. A move needs at least one card of the appropriate technique to launch. This card counts as both the required card and power token. The additional PT for the move comes from the other cards in the Boss's aura. **Each card can be traded for 2 PT.**

During a counter or burst the Boss can use the cards in their aura as their wagered cards **and** as PT. Jacks are

valued at 6, Queens at 8 and Kings are 10. All the cards are considered to have 2 PT bet on them. All cards in the Boss's aura are considered of the appropriate suit for purposes of counters and bursts.

Transforming

There is a rich history of Boss transformations. Unlike shonen, **Bosses do not transform in the middle of a fight**. Their transformations are handled between battles, as detailed below.

FIGHTING BOSSES

Although this is the Producer Section, this particular part should be read by the players. Fighting Bosses is a bit different from fighting normal opponents.

First, and foremost, fighting a Boss alone is practically suicide. Their powers and ungodly attributes make them capable of trashing even high-level shonen. Bosses are meant to be fought with your friends!

Tag Team Attacks

The shonen PCs combine their powers and form a team when fighting a Boss. When attacking a Boss, each round the shonen team chooses one PC to **lead the attack**. This leading PC must rotate every round so all PCs get a chance to lead.

Each PC draws cards and plays cards normally. The PC leading the attack applies his attribute and uses his style. The value of all the PCs' **combos** are added together and applied to the lead PC's attribute. The combo values are increased as normal by attack boosts, and the attack applies **all** the activated additional bonuses like special damage and SEs. Effects that remove or ignore SEs affect the PC that activates them, not the lead attacker. The Boss defends as normal.

Yeah, it sounds *crazy*, doesn't it? Believe us, the shonen need that much power to take down a Boss! Here's an example:

> Shirosaki, Reiko, Mike and Atsuno are all trying to take down Izuun, the rebellious Archangel who orchestrated Ruliel's imprisonment and attempted execution. All the players draw cards and elect Shirosaki to lead the attack this round. Shiro decides to attack with Speed, which at this point in the Arc is 36, with an overpower limit of 28. Shiro, Reiko, Mike and Atsuno all make combos.
>> Shiro's combo adds up to +15 and inflicts 3 unstoppable damage.
>> Reiko's combo adds up to +22 and inflicts Surprise.
>> Mike's combo comes in at only +10, but inflicts Cripple.

> Atsuno's combo is a mighty +28, inflicts Surprise, and ignores Disarm.

The combo values are combined to +75 (15+22+10+28=75) which is then added to Shiro's Speed of 28 for a grand total of **103!** The attack also inflicts 3 unstoppable damage, Surprise and Cripple. Atsuno's combo lets him ignore Disarm, too, but that doesn't affect the other shonen – only him.

For a lark, let's look at Izuun's potential defense for this round. Let's say he has to defend with a secondary attribute, which would be rated 30. If he plays only a Jack his defense would be 35. That's as low as it can go, leaving him to take 68 damage. Not bad… but what if he plays a King with two Jack boosts? Depending on his activated technique(s), that would come out to a defense of between 80 and 100! Check it: 30 for the attribute, 30 for the King, 10 for the Jacks, and between 10 to 20 for his activated defense boosts from the technique. Yeah, Bosses are *rude*.

Ally powers and other bonuses can be applied to the individual shonen's attacks before they are combined.

Tag Team Defenses

When a Boss attacks they apply the attack to all the shonen fighting him! Each PC defends individually against the same huge attack. Each PC has whatever special damage or SEs applied to them as well.

This makes Boss fights look grim for the heroes, but there's a little hope! Any PC can opt to **take half the damage** another PC is receiving. After the final damage of the attack has been calculated, the PCs can strategize and choose to jump in front of the attack or not. This damage is combined with the normal damage they take for the round – it's not a separate attack. Any PC can only be covered in this way by one other PC. PCs that choose to take the damage of another PC can't be covered themselves. Here's an example:

> Shiro, Reiko, Mike and Atsuno are attacked by Izuun. He uses his Energy attribute, which is rated 45, and generates a final attack value of 65 by playing a Queen.
> The four PCs must now defend against a 65.
> Shiro gets a 28, Reiko a 38, Mike a huge 53, and Atsuno a surprisingly low 24. Accordingly, Shiro will take 37 damage, Reiko will take 27, Mike will suffer only 12, and Atsuno is creamed with 41.

"ATSUNO! DODGE!!"

Izuun and 65 for Atsuno. Atsuno has lost the counter so his SM's attack is subtracted from Izuun's, leaving an attack of 50. But wait! Atsuno hasn't added his friends' combos into the attack yet! Shiro adds +10, Reiko +12 and Mike +15. That's a total of +37. Redoing the calculation, Atsuno's final attack is 102! That reduces Izuun's Boss move to an attack of only 13, which the shonen can easily defend against.

This extra defense from countering seems like a sweet deal, but remember one important fact: the Boss gets to decide whether to counter or burst, not the PCs. In the case of a burst only the lead shonen is prevented from playing blocks and defending. The other PCs can defend as normal and even absorb some damage for their fellow fighter.

The players take a moment to see how roughed up they are, and Mike's player thinks he can handle taking some of Atsuno's damage. Mike jumps in front of Izuun's Enochian blast and helps his buddy out! Atsuno only suffers 21 damage (41/2=20.5 rounded up). Mike takes his 12 and 21 for Atsuno, for a total of 33.

Ally powers and technique bonuses that reduce damage work normally against combined damage from covering a buddy. Smart PCs will take advantage of good defenses and their damage barriers to hold out as long as possible!

If multiple PCs launch SMs, the Boss counters or bursts **them all simultaneously**. The Boss must either counter them all or burst them all, not a mixture of both. Compare the wagered cards individually to generate separate attacks. The Boss "refreshes" the 2 PT on all his cards for each comparison. Finally, add all those attacks together with all effects to make one universe-ending strike the Boss has to deal with! The PCs have to deal with the Boss's attack too, of course.

Signature Moves and Bosses
Using an SM against a Boss is usually simple. The attack leading PC can choose to use an SM instead of a regular attack. The other PCs add their combo values to the SM as with tag team attacks. The other PCs can opt to launch their own SMs too! This makes one ridiculous mega-attack that combines all the values and bonuses.

However, the Boss can try to counter or burst SMs launched by the shonen.

If just the lead shonen launches an SM, the counter or burst operates like normal. The characters wager PT and compare cards resolving the attack as mentioned in the Combat! chapter. The combo values of the other shonen are added on to the result of the combo or burst. If the PC happens to lose a counter, then the combo results actually add in to the defense value of the countering SM. For example:

Atsuno is the lead attacker this round and sees Izuun winding up a Boss move. He launches his own SM to counter (which Izuun allows with indifference). After all the wagers and comparisons the final attack values are 115 for

Damaging a Boss
Bosses have the same damage track as shonen. With a few exceptions, Bosses should always fight up to the Final damage level. Their damage barriers function normally. **Bosses do not collect PT or get Draw Bonuses.**

Ending the Fight
A Boss fight is over when either all the PCs are defeated or the Boss is defeated.

When a PC is defeated in a Boss fight they are taken out of the battle and can't contribute to tag team attacks anymore. As a consolation, whenever a PC is removed all the remaining PCs receive a free call-in of that PC ally. There are potentially other things a shonen can do when they're beaten by the Boss, but we leave that up to the Producer and her group to decide. Ideas include giving out free PT specifically for transformations, or instantly powering up cards, maybe removing some SEs, or even temporarily reducing the Boss's techniques or attributes!

Boss Transformations
Here's where the true power of Bosses becomes apparent. Most Bosses have multiple forms. Bosses do not change during a fight, however. They change *after* the fight! When the Producer designs a Boss she can

give him multiple transformations which all have to be fought individually!

Basically, if the Boss loses a fight then they'll transform and start a new one. If the Boss wins a fight then the PCs will get back up and the Boss will grudgingly transform to put them back in the dirt once and for all!

Yeah, it's a dirty trick — but we're talking about Arc-ending battles here. Producers can give a Boss up to 3 stages. Each form gets 2 bonuses chosen from the list in Transformation chapter. These can be any bonuses available to Stage 3 or lower transformations, and the Boss can ignore any restrictions about multiple purchases. It's up to the Producer to decide how nasty to make the Boss and how many (if any) stages the Boss should have. Since Bosses don't transform during battle they can't have multiple forms, just stages.

The Arc is finally over when the Boss's last stage is defeated or claims victory over the shonen.

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BOSS TRANSFORMATION TIPS

This sidebar is actually for the players. It may be discouraging to get your asses handed to you by a Boss. It may be doubly discouraging to beat one down and then see him get back up. Take heart; it's part of the shonen genre. Plus, things aren't as bad as they seem!

When you finish a fight you'll receive a technique rank. Hell, for fighting a Boss you should get two! Additionally, Boss fights are almost always up to the Final damage level, which gives you tons of opportunities to snag PT. So, win or lose, each fight makes you stronger. Much stronger, in fact. Your power increases more than the Boss's. You heal back to full in between each fight as well, so at least you have a fresh start.

Bosses transform because they're overconfident or desperate. Each time they transform is just another opportunity to wipe the smiles off their faces.

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Scaling Bosses

Sometimes it's necessary to adjust Boss power levels. The easiest way to do this is by changing the values of the cards in the Boss deck.

If your shonen group is small, like two or three players, then you should reduce the card values by 5 or 10 points each. If your group is large, then consider increasing the values by 5 or 10 each. Similarly, Bosses might need more power when facing experienced

shonen. Finally, if you're doing something creative like splitting the PCs between two Bosses, then those Boss cards would of course need to be adjusted.

Beating a Boss

Let's face it; crazy stuff happens at the end of shonen Arcs. It would be a stretch to create rules for all the insanity that shonen can pull against a Boss. Popular series have shown fighters burning out their last ounces of power, allies faithfully taking killing blows, and true heroes sacrificing their lives to end an ultimate threat.

We're going to leave this stuff in the hands of the Producer and her players. If you come up with a great melodramatic idea, do it! Make grand bargains with the PCs, like "I'll let you increase your technique rank by 10 for this last attack, if you promise to lose that ability for the next Arc!" Have characters die or become terribly wounded and be replaced with an ally NPC for a while. Find a way to give your PT to your fellow PC who's in the middle of an SM burst. Leave the villain alive to learn his lesson and eventually become a steadfast friend!

In the end these awesome ideas are up to the Producer and players to implement. This is one of the best parts of the shonen genre, and one that we think shouldn't have any rules. Just be awesome.

PUMPING UP THE FIGHT

Good fights don't take place in blank white rooms. Every fight has to have neat scenery to destroy, but that's mostly a narrative thing. There are plenty of *mechanical* ways to make fights more interesting too! Applying **battle conditions** to a match introduces minor extra mechanics that complicate the fight and provide opportunities to gain advantage.

Battle Conditions

A battle condition is something related to the environment or ambiance of the fight. For example, if the shonen were fighting in a volcano caldera, the intense heat and smoke could be a battle condition. These conditions have beneficial or penalizing effects on the fighters.

Battle conditions are applied to a fight by the Producer. If a fight has any battle conditions then the Producer must reveal them if the fight is scouted. Battle conditions can also be applied by Boss moves. A match shouldn't have more than two battle conditions, in the interest of keeping things simple.

Condition Mechanics

Most battle conditions only come into play when a fighter performs certain actions or some other conditional thing happens. For example, a battle

condition could be triggered by a character attacking with Speed, or launching an SM, or transforming. There are also some timed battle conditions, such as effects that last until a fighter enters a certain damage category.

When a trigger condition is fulfilled, the battle condition effect happens. These effects are usually something simple like applying automatic damage to a fighter, reducing or increasing final attack or defense, or even healing them. When a condition takes effect or ends, make sure to describe it in the typical *Shonen Final Burst* fashion. For example, a "Tight Spaces" condition that ends after both fighters are out of the Property Damage category should probably be described as the cramped arena being *blown apart*! No more tight spaces!

Below is a list of some potential battle conditions. This is not an exhaustive list – we're hoping the Producers and players out there can riff off these examples and come up with their own conditions. Oh, and don't forget to reskin the ones you find here to suit your own Universes and matches!

Condition List - Examples

BLOOD ROSE BRIARS: The thorns of the blood rose cause cuts that never close. While a fighter is in the Cosmetic damage category, they will suffer 3 automatic any time they defend with Strength.

CHAMBER OF ETERNITY: Time passes strangely in this mystical training dojo. Fighters are able to push themselves to the limit as their bodies are magically forced to heal faster. Characters receive a +3 to all healing effects until they enter the Deadly damage category.

DOOMED PLANET: It's the end of the world as we know it! The planet is on the verge of exploding and taking everybody with it. All fighters take 1 automatic damage every round while in the Property damage category. They then take 2 automatic damage every round while in the Cosmetic category, 3 in Serious and 4 in Deadly. This effect lasts until the end of the fight. What happens after the fight is another problem entirely.

HALL OF MIRRORS: Confusing mirrors fill the battleground allowing fighters to misdirect their enemy. Characters attacking with Mind or Skill receive +5 to their final attack. This bonus can be reduced by 1 point each time a fighter describes their actions as destroying some mirrors. The effect ends when the bonus is 0.

INSIDE THE ROBO-GOD: The Factory Body of the dreaded Robo-God is filled with grinding gears and vats of lethal molten metal. Characters attacking with Skill can maneuver their enemy into these hazards, which deal +3 unstoppable damage. This effect lasts the whole match.

SOUL VORTEX: Thousands of souls full of potential power swirl around the arena. Characters can draw an additional card the round after receiving a power token. This effect lasts until 5 PT have been collected and the souls have all be absorbed.

SPIKED PITS!: The classic death trap. Characters attacking with Strength receive +5 to their final attack, as they smash and slam their opponent into these hazards. This effect lasts for the whole battle.

TIGHT SPACES: The arena is filled with sharp corners, blind spots and has very limited room to maneuver. If a fighter defends with Speed, reduce their final defense value by 5. This condition lasts until both fighters are out of Property Damage, having coincidentally destroyed the obstacles.

WORLD TV BROADCAST: The whole world is watching your fight! Characters receive +5 to their final defense whenever they call-in an ally (TV audiences love drama!). However, they reduce their final defense by 3 when they defend with Energy (TV announcers scream "I don't believe what I'm seeing!"). This effect lasts until both fighters are in the Serious damage category and the helicopters retreat to safety.

ONE-ON-ONE WITH A BOSS

Sometimes you see shows where a PC tries to take down a Boss one-on-one. We've found there are two ways to make that kind of fight fair, if you're interested in fairness.

The first method is running the Boss fight as normal and reskinning the scene so that the other PCs aren't around. They're still drawing cards, taking damage and participating in combat, but in the show it's just the main PC delivering the beatdown. The other shonen are supporting him from off screen with their hopes and dreams! This method is pretty true to the genre and it keeps the other players involved. However, it is a little weird that they can take damage and be defeated even though they're not around.

The second method is running the Boss as a normal NPC. Perhaps the Boss is just taunting the PC and not fighting at full power. Maybe he's just been beaten up by a powerful NPC and he's a bit weaker. Maybe he's specifically hiding his Boss-itude. Using this trick too often may start to make the PCs paranoid, though; they'll never know when a seemingly normal enemy will turn out to be a Boss.

FIGHTING SHORTCUTS

So, we discussed a lot of methods to get your players to run some enemy NPCs. This is the way *SFB* is meant to be played; it's the fastest, most fun, and the most true to the shonen genre.

It's totally fine for the Producer to handle one NPC in any group of fights. Use the normal rules for that! However, there may be times when multiple NPCs are under her control. This is not a great situation. When this happens, it falls to the Producer to run **all** the enemies. We'll tell you right now – don't panic.

The best mechanical shortcut for running multiple normal enemies is to **use them like Bosses**. Design them with their normal stats and everything, but use the Boss deck mechanics to fight. Don't change the values of the cards. They may seem high, but remember that NPC attributes are a bit lower and they have overpower limits. Additionally, your attention is going to be split which may cause you to miss some tactical opportunities. This favors the players, so don't feel bad about having powerful cards on your side to balance out.

Each round draw 5 cards from the Boss deck. Play one for offense and one for defense. Use Jacks to boost like Bosses do. Set aside cards like normal if you want to power up.

The attack bonus you generate will be applied to all the NPCs you're running. Choose the attacking attribute for each NPC separately.

The defense bonus you generate will be applied to all the NPCs too. Normal style rules still apply, of course. The PCs will tell you which attribute you're defending with.

Techniques are activated for **all** opponents. There is no fine-tuning, unfortunately. If you play the Jack of Clubs, then all the enemies activate their clubs technique. Also, keep in mind that spades is keyed to the passive technique for normal NPCs. Playing a Jack of Spades won't activate any techniques, but it will provide the normal minor +5 bonus.

Any powered up cards can be used by any the opponents. It's smart to power up lots of cards when running multiple NPCs because they have to share the powerup pool. Just ignore their normal powerup scores and auras. Cards can be cashed in for 2 PT just as Bosses do.

Essentially, you're playing one set of cards for all the enemies! They're each going to have separate attributes, styles and techniques of course, but you only

do cardplay once. All the attack declarations are separate, as are the comparisons and damage. Ignore all the draw bonuses and don't gather any PT from the damage track.

Here's an example, focusing on the Producer's actions:

> The Producer is running 3 enemies against Spiral, Crow and Rose during their Knighthood Exam. Spiral's opponent is Jet, a martial arts specialist. Crow's opponent is Wolf, a Squire fighting alongside his battle-dog. Rose's enemy is Scarecrow, another shadow manipulator.

> The Producer draws 5 cards and starts attack declarations. She declared Jet is attacking with Skill, Wolf with Mind, and Scarecrow with Energy. She tells the PCs what attributes they have to defend with.

> She then plays one card for offense (a King) and one for defense (a Jack). She adds a Jack to her offense card and powers up the other two.
> The Producer now has to do some calculations. She generates 3 attacks:
> > Jet's Skill +35 (the King plus the Jack)
> > Wolf's Mind +35
> > Scarecrow's Energy +35
> These attacks also activate 3 cards for whichever technique is linked to the Jack she played. Let's say it was Hearts. Each NPC will activate their hearts technique with 3 cards!

> She also generates 3 defenses. No need to get into the specifics – they're all [defending attribute] +20 (from the Queen).

> From there she does the normal damage and defense comparisons and inflicts/takes damage.

Issues with Running Multiple Fighters

Well, the most important one is that it slows down the game. Yes, cardplay may be faster because you're using the Boss rules, but the Producer becomes a bottleneck. She has to do multiple calculations and reference multiple techniques and think of multiple attack plans while the players only have to think of *one*. She also has to provide all the descriptions too! Some Producers are certainly up to this task. Most other RPGs assume this is the Producer's job anyway.

A second issue is a decrease in enemy tactics. With so many things happening at once some opportunities will fall through the cracks. This could be beneficial to the players, but it could also bite them. When techniques

are used, for example, all the NPCs activate! Techniques are also easier to activate because you just have to play one card. The Boss card values are also really high. So, although there are less tactics from Producer-run NPCs, there is much more raw power. You can decide to change the value of the Boss cards or how many cards are activated if you like, but also be careful about making things too weak or too complicated.

The last big issue concerns character development. It's really important that the players become invested in the cool enemies that show up. Every Arc is going to have some fights against total losers that will never be seen again. In those fights you shouldn't feel bad about a lack of characterization. However, many more fights will be against *awesome* enemies. These bad guys could be potential recurring villains or future allies. It's these fights that suffer from not having the players in control. When a player uses an NPC they help shape their personality. It's almost guaranteed that the player will develop a deeper opinion of the character too. This is ultimately important for making good shonen stories.

So, final advice: **try your damned hardest to get your players to run some enemy NPCs.** The fights are much more enjoyable and the story benefits immensely.

STATUS EFFECTS AND MULTIPLE NPCS

There are some screwy interactions with some SEs and having to run multiple NPCs with the Boss mechanics.

The attribute reducing SEs are fine. They get applied to the individual characters' stats.

Hopeless increases the cost of SMs like normal and prevents them from using gimmicks. They're not really Bosses so they don't have Boss moves.

Disarm and Wide Open prevent individual NPCs from activating techniques. The Producer can still use Jacks to boost attacks and defenses. Only the character suffering from these SEs loses their technique activation – the other NPCs in the group are unaffected.

Berserk and Terror are totally messed up, though. These affect the number of cards *drawn*, which would penalize all the NPCs in the group. That ain't fair. When used against an NPC in a group following the Boss rules, both Berserk and Terror reduce the final **damage** of their attack by 10. The intense versions reduce final damage by 20.

Mooks and Henchmen

Goons, henchmen, minions, mooks, etc. They're the soldiers in the evil overlord's army, the hordes of ninja that burst into rooms, and the scores of summoned demons protecting the wicked wizard. These guys are the faceless and hapless lackeys of more powerful NPCs. In *SFB* we'll just call them **mooks**. Mooks are not on the same power level of shonen heroes. Mooks are made to lose to shonen; in fact, they pretty much only exist for the shonen to show-off against!

There are many different kinds of mooks. The most common kind would be the **group of faceless weaklings**. They don't have names, detailed descriptions or any important role to play other than getting beat up. A group of mooks can be as large or as small as you want - it depends on your game and shonen Universe. Size totally doesn't count! The other main kinds of mook are **the joke opponent** and the **unimportant punching-bag**.

These last two mook-types are individuals rather than a horde of guys. Joke opponents are fighters who provide comic relief. They have no real business being in a battle. Their powers are ridiculous or non-existent. They seriously try to oppose the shonen though, either out of ignorance, idiocy or (rarely) sheer determination. The unimportant punching bag is a fighter who can kinda go toe-to-toe with a shonen, but there is really no chance of him winning. They're light on character design and have no great importance to the story. Not much more needs to be said about them.

Mooks can be dealt with in a few different ways. The easiest is to throw them in during a challenge. As mentioned above, PCs have lots of narrative control during challenges and can pretty much dictate all the horrible stuff they do to mooks.

To use mooks in a normal battle, you'll need to give them stats. Groups of mooks are treated as a single individual, regardless of how many there are. Design mooks as you would a normal NPC, with a few main differences. Mooks don't have archetypes, gimmicks, SMs, transformations or even **techniques**. Yeah, they're pitiful. Basically, all they have are attributes and a style. Fights with mooks will end *quickly*. They should only be fought up to the Cosmetic damage level in most cases. They don't gather or use PT, and you can ignore or use their draw bonuses as you see fit. It honestly doesn't make much of a difference.

Mook Tricks

There are a couple of cool things you can do with mooks. First, mook fights give the PCs an opportunity to grab a few PT and a technique rank. This can be useful for "padding" an Arc if you're short on better fights. Second, mooks can deliver plot information. A terrified

soldier will probably wind up blurting out some info on what the Boss is doing! Third, mook fights can be used to show *colossal amounts of ass kicking*. Having the players tear through armies is pretty damn cool. Fourth, mooks can be used in a fake-out fight that changes to a more serious fight. To use this last option, start the fight with the PC facing the mooks. When the mooks are defeated at the Cosmetic level, the *real* enemy appears and takes over the battle! He'll start at the Cosmetic level of damage, but will be a full-fledged NPC with all the trimmings. The match isn't over yet so the shonen don't recover or have time to switch allies or gimmicks. Even worse, the PC won't have any clues about the enemy's style or attributes! All the information he gathered so far would have been about the mooks. This works equally well for individual mooks who are "rescued" by a commander, or hordes of mooks who guard a more important foe. Just don't overuse this trick. It messes with the information gathering powers of the players, and they could interpret that as unfair if used too often.

SAMPLE NPCS

The NPCs below are presented with their most basic statistics. Each one is created fresh just like a PC at the beginning of an Arc. Bonuses can be added to their techniques and attributes based on when they'll be fought in the Arc. The first NPC, Belial, has three presented stat blocks; one with basic starting stats, one for his appearance later in an Arc, and a final stat block showing him in a powerful transformed state. These advanced stat blocks are a good example on how to power up your NPCs. Reskinned techniques include the original technique name in parentheses. The stat blocks below contain all the shorthand information that players need to run an NPC fighter, hopefully without having to reference back to specific techniques. The first presented NPC has a stat block with full info and no abbreviations. The others are shown in complete shorthand for the ease of experienced Producers and players.

BELIAL

One of the more popular characters from *White*, Belial is a Captain of the Angelic Pax Dei, a main rival of Shirosaki Sanshiro, and Ruliel's brother. He is a noble and elegant warrior whose swiftness and magic are unmatched. Belial mainly fights with his Soul Sword, which has the mystical ability to shatter into thousands of razor sharp feathers. Belial controls these in addition to frequently using Enochian Magic from the Way of Wrath, like his sister. He's specialized in calling down the Lighting of Heaven. Belial is arrogant, proud and unflappable. As a Captain his power level is ridiculously high and he has shown up in many seasons of *White,* both as an enemy and as an ally.

Belial   (Basic Statistics)

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank	/ C. Flow /	P. Wild
Strength	5	20	Mind	♥: Razor Feathers (Dust)	5	X	X
Speed	25	26	Energy	♣: Electricity	3	X	
Skill	15	23	Skill	♦: Hyper Speed	2		
Mind	10	20	Strength	♠: Control Spirit (Power)	3		
Energy	25	26	Speed	Powerup / Aura	4 / 5		
				Starting PT:	2		

Archetype: Noble Elite
Gimmicks: One Thousand Feathers – Remove Paralyze / Uses: (2)
              Archangel Pride – +10 to defense / Uses: (1)
              Cold Stare – Deal +5 automatic damage / Uses: (1)

Technique Notes

Razor Feathers (Dust) Rank: 5

Attack Boost: x1   Damage Boost: x0   Defense Boost: x1
2-Card Bonuses – Combos inflict Trick and Surprise
Expend Effects: Shift Disarm or Wide Open on Belial to Paralyze, Trick or Surprise
Conditional Bonuses: +2 to attack against foes suffering from Trick

Electricity   Rank: 3
Attack Boost: x1   Damage Boost: x0   Defense Boost: x1
Conditional Bonuses: Combos inflict automatic damage equal to # of activated cards

Hyper Speed   Rank: 2
Attack Boost: x1   Damage Boost: x0   Defense Boost: x1
Expend Effects: If attacking or defending with Speed, add ½ the value of expended card to attack or defense

Signature Moves
"Shatter: Hyakubonhane": Speed + Razor Feathers
Base Attack 10
+3 Attack per PT
+2 Automatic damage per PT
@ 3 PT: Inflicts Paralyze
4 PT: +10 Attack
6 PT: Inflicts intense Paralyze
8 PT: +10 Attack
9 PT: Allows Belial to ignore his Speed overpower limit for the attack
12 PT: +10 Attack

White Lightning: Energy + Electricity
Base Attack 10
+3 Attack per PT
+2 Unstoppable damage per PT
@ 3 PT: Inflicts Drain
4 PT: +10 Attack
6 PT: Inflicts intense Drain
8 PT: Inflicts intense Disarm
9 PT: Allows Belial to ignore his Energy overpower limit for the attack
12 PT: Inflicts intense Disarm and intense Wide Open

FAMILY MATTERS

This is the Angel Ruliel in human form. Her arrogant brother Belial was highly displeased to find her hiding from Heaven's justice in a Japanese high school.

Here is a set of stats for Belial as he would appear halfway through an Arc. He's been given 7 rounds worth of bonuses. Each round adds +1 to his attributes, except Strength which is his weakness. He also increases all his technique ranks by 1. Additionally, the Producer grants him some extra gimmick uses, designs his transformation, and increases the power of one his signature moves. These last additions are just on the whim of the Producer, based on the relative power of the shonen.

Belial   (Advanced Statistics)

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank /	C. Flow /	P. Wild
Strength	5	20	Mind	♥: Razor Feathers (Dust)	6	X	X
Speed	32	28	Energy	♣: Electricity	4	X	
Skill	22	24	Skill	♦: Hyper Speed	3	X	
Mind	17	20	Strength	♠: Control Spirit (Power)	4		
Energy	32	28	Speed	Powerup / Aura	5 / 6		
				Starting PT:	4		

Archetype: Noble Elite
Gimmicks: One Thousand Feathers – Remove Paralyze / Uses: (2)
               Archangel Pride – +10 to defense / Uses: (2)
               Cold Stare – Deal +5 automatic damage / Uses: (1)

Technique Notes

Razor Feathers (Dust) Rank: 6

Attack Boost: x2   Damage Boost: x0   Defense Boost: x2

2-Card Bonuses – Combos inflict Trick and Surprise

Expend Effects: Shift Disarm or Wide Open on Belial to Paralyze, Trick or Surprise

Conditional Bonuses: +2 to attack against foes suffering from Trick

Electricity   Rank: 4

Attack Boost: x1   Damage Boost: x0   Defense Boost: x1

Expend Effects: Shift any SE on an enemy to Paralyze

Conditional Bonuses: Combos inflict automatic damage equal to # of activated cards

Hyper Speed   Rank: 3

Attack Boost: x1   Damage Boost: x0   Defense Boost: x1

Expend Effects: If attacking or defending with Speed, add ½ the value of expended card to attack or defense

Conditional Bonuses: +2 to attack and defense if any fighter is suffering from Paralyze or intense Paralyze

Signature Moves

"Shatter: Hyakubonhane": Speed + Razor Feathers

Base Attack 10

+3 Attack per PT

+2 Automatic damage per PT

@ 3 PT: Inflicts Paralyze

4 PT: +10 Attack

6 PT: Inflicts intense Paralyze

8 PT: +10 Attack

9 PT: Allows Belial to ignore his Speed overpower limit for the attack

12 PT: +10 Attack

White Lightning: Energy + Electricity

Base Attack 10

+3 Attack per PT

+2 Unstoppable damage per PT

Remove and ignore one of the following SEs per 2PT: intense Drain, intense Disarm or intense Wide Open

@ 3 PT: Inflicts Drain

4 PT: +10 Attack

6 PT: Inflicts intense Drain

8 PT: Inflicts intense Disarm

9 PT: Allows Belial to ignore his Energy overpower limit for the attack

12 PT: Inflicts intense Disarm and intense Wide Open

Transformation

Angelic Ascension: Belial's Soul Sword merges with him, producing 4 wings made of coruscating white energy.

Stages Unlocked – 1

Stage 1 Bonuses

+1 Draw from the game deck

+1 to powerup

Amazing Speed: Increase Speed by +4

Amazing Skill: Increase Skill by +4

Enhanced

Razor Feathers: +1x Attack, Damage and Defense Boost for Razor Feathers

This final set of stats for Belial show him in a very powered up state. This level of NPC is appropriate for the end of an Arc, probably right before a Boss or between Boss rounds. He's been given a total of 12 fights worth of attribute bonuses and a further +1 to all his techniques. This version of Belial is **already transformed** into the 1st Stage of his Angelic Ascension form; the bonuses to his attributes are added in below. He also has another stage of Ascension available to him. He's been granted a large amount of starting PT to allow him to use his SMs and transform if needed. No further changes have been made to his gimmicks or SMs.

Belial   (Final Statistics)

Attribute	Value	Overpower Limit	Attacks (based on Style)	Techniques	Rank /	C. Flow /	P. Wild
Strength	5	20	Mind	♥: Razor Feathers (Dust)	7	X	X
Speed	41	30	Energy	♣: Electricity	5	X	X
Skill	31	25	Skill	♦: Hyper Speed	4	X	
Mind	22	20	Strength	♠: Control Spirit (Power)	5		
Energy	37	30	Speed	Powerup / Aura	6 / 7		
				Starting PT:	10		

Archetype: Noble Elite
Gimmicks: One Thousand Feathers – Remove Paralyze / Uses: (2)
             Archangel Pride – +10 to defense / Uses: (2)
             Cold Stare – Deal +5 automatic damage / Uses: (1)

Technique Notes
Razor Feathers (Dust) Rank: 7
Attack Boost: x3   Damage Boost: x1   Defense Boost: x3
2-Card Bonuses – Combos inflict Trick and Surprise
3-Card Bonuses – Combos inflict Disarm and remove Surprise
Expend Effects: Shift Disarm or Wide Open on Belial to Paralyze, Trick or Surprise
Conditional Bonuses: +2 to attack, damage and defense against foes suffering from Trick, increases to +4 for intense Trick

Electricity   Rank: 5
Attack Boost: x1   Damage Boost: x0   Defense Boost: x1
2-Card Bonuses – Combos inflict Drain
Expend Effects: Shift any SE on an enemy to Paralyze
Conditional Bonuses: Combos inflict automatic damage equal to # of activated cards

Hyper Speed   Rank: 4
Attack Boost: x1   Damage Boost: x0   Defense Boost: x1
2-Card Bonuses – Combos inflict Paralyze
Expend Effects: If attacking or defending with Speed, add ½ the value of expended card to attack or defense
Conditional Bonuses: +2 to attack and defense if any fighter is suffering from Paralyze or intense Paralyze

Signature Moves
"Shatter: Hyakubonhane": Speed + Razor Feathers
Base Attack 10
+3 Attack per PT
+2 Automatic damage per PT
@ 3 PT: Inflicts Paralyze
4 PT: +10 Attack
6 PT: Inflicts intense Paralyze
8 PT: +10 Attack

9 PT: Allows Belial to ignore his Speed overpower limit for the attack

12 PT: +10 Attack

White Lightning: Energy + Electricity

Base Attack 10

+3 Attack per PT

+2 Unstoppable damage per PT

Remove and ignore one of the following SEs per 2PT: intense Drain, intense Disarm or intense Wide Open

@ 3 PT: Inflicts Drain

4 PT: +10 Attack

6 PT: Inflicts intense Drain

8 PT: Inflicts intense Disarm

9 PT: Allows Belial to ignore his Energy overpower limit for the attack

12 PT: Inflicts intense Disarm and intense Wide Open

Transformation

Angelic Ascension: Belial's Soul Sword merges with him, producing 4 additional wings made of coruscating white energy. At the second stage his wings take on a more sword-like form, allowing him to engage in vicious close combat.

Stages Unlocked – 2

Stage 1 Bonuses

+1 Draw from the game deck

+1 to powerup

Amazing Speed:	Increase Speed by (Stage x4)
Amazing Skill:	Increase Skill by (Stage x4)
Enhanced Razor Feathers:	+1x Attack, Damage and Defense Boost for Razor Feathers

Stage 2 Bonuses

Strength Equalization:	Increases Strength to 25
Flexible Attack:	Allows Strength to attack either Mind or Strength

YOGO

This alien fighter appears in *Galaxy Star X* as a member of the Darii Force. Yogo is a large reptilian humanoid with red skin and vaguely snake-like features. His peculiar name comes from the series creator's penchant for puns; all the members of the Darii Force have names somehow related to dairy products. In Yogo's case, this is yogurt. Anyway, Yogo is not a very important NPC in the grand scheme of things. He's designed to provide a small challenge to the fighters about halfway through the Arc. Mechanically he's clocked in at 5 fights and given two +1s to his techniques. However, Yogo has been constructed without any concern for tactics or reskinning. The Producer only assigned him attribute-related active techniques, which really hampers his combat abilities. This is an example of how **not** to make an effective enemy. Yogo would be much more powerful if he had some reskinned elemental effects, even though in the show he doesn't have any flashy abilities.

Yogo

Attribute	Value	Limit	Style	Techniques	Rank	/ C. Flow /	P. Wild
Strength	20	22	Skill	♥: Hyper Speed	6		X
Speed	30	26	Speed	♣: Super Strength	4		X
Skill	20	22	Energy	♦: Prodigy Skill	3		
Mind	15	20	Strength	♠: Control Power	2		
Energy	5	20	Mind	Powerup / Aura	3 / 4		
				Starting PT:	0		

Archetype:	Cold Blooded Bastard
Gimmicks:	Fastest on the Team! – Inflict Paralyze (2)
	Minor Regeneration – Heal 5 (1)

Technique Notes

Hyper Speed   Rank: 5
Attk: x2 Dmg: x0 Def: x2
2-Card – Combos inflict Paralyze
EE: If attacking or defending with Spd, add ½ the value of card to attk or def
Other: All Spd attacks +2; +2 to attk and def if any fighter is suffering from Paralyze or intense Paralyze

Super Strength   Rank: 4
Attk: x1 Dmg: x0 Def: x1
2-Card – Combos inflict Cripple
EE: If attacking or defending with Str, add ½ the value of card to attk or def

Other: +2 to attk and def if any fighter is suffering from Cripple or intense Cripple

Prodigy Skill   Rank: 3
Attk: x1 Dmg: x0 Def: x1
EE: If attacking or defending with Skl, add ½ the value of card to attk or def
Other: +2 to attk and def if any fighter is suffering from Trick or intense Trick

Signature Moves

Yogo's Sonic Boom: Speed + Hyper Speed
Base Attack 10
+3 Attack per PT
@ 3 PT: Inflicts Paralyze
4 PT: Inflicts intense Wide Open
6 PT: Inflicts intense Paralyze
8 PT: +10 Attack
9 PT: Ignore Spd limit
12 PT: +10 Attack

VLAD EAGLES

Vlad is the ultimate swordsman of *Big Treasure*. He appears rarely and is the stated rival of Raza, one of the main crewmembers. Vlad is a silent, somber man with a gigantic cross-shaped blade. He's dressed to the nines in unique pseudo-Spanish style from the Renaissance. Vlad doesn't have any Juju abilities like many of the characters in that Universe; he's just **ridiculously** good with a sword. He can cut straight through ships and send crashing energy waves from his weapon. Because of this the Producer has granted him some interesting reskinned techniques. Additionally, she just gives Vlad an extra 3 ranks of Sword Master, his passive technique, to cement him as the "greatest in the world". Vlad should always be a challenge for any fighter, so the Producer starts him off already transformed into at least Stage 1. Since his appearance is uncommon and unpredictable, he's shown below with no increases except for being in Stage 1 of his transformation.

Vlad Eagles

Attribute	Value	Limit	Style		Techniques	Rank /	C. Flow /	P. Wild
Strength	15	26	Skill		♥: Eagle Sword (Sonic)	6	X	X
Speed	10	20	Energy		♣: Prodigy Skill	2	X	X
Skill	29	32	Mind		♦: Eagle Eyes (Special Sense)	3	X	X
Mind	25	20	Strength		♠: Sword Master	6		
Energy	25	32	Speed		Powerup / Aura	7 / 8		
					Starting PT:	5		

Archetype:	I Am the Best (I Gotta Be the Best!)
Gimmicks:	Sword: Magdelana – Remove Trick (1)
	Royal Privateer – +5 Defense (4)
	Fearsome Reputation – Inflict Terror or Hopeless (1)

Technique Notes

Eagle Sword (Sonic)   Rank: 6
Attk: x2 Dmg: x3 Def: x2
2-Card – Combos inflict Trick
EE: Shift opponent's current SE to Berserk

Other: If any E. Sword combo is active deal +3 auto dmg to opponents defending with Str

Prodigy Skill   Rank: 2
Attk: x1 Dmg: x0 Def: x1
EE: If attacking or defending with Skl, add ½ the value of card to attk or def

Eagle Eyes (S. Sense) Rank: 3
Attk: x1 Dmg: x0 Def: x1
2-Card – Combos and blocks inflict Drain

Signature Moves

Grand Raptor: Energy + Eagle Sword

Base Attack 10

+3 Attack per PT

4 unstoppable dmg per PT

Reduce oppnent's powerup by 1 for next round per 2 PT

@ 3 PT: Inflicts Drain

4 PT: Inflicts intense Hopeless

6 PT: Inflicts intense Drain

8 PT: +10 Attack

9 PT: Ignore Eng limit

12 PT: +10 Attack

Transformation

World's Greatest: Vlad Eagles is simply the best swordsman in his Universe. His transformation doesn't change his appearance or powers. Rather, it represents him using slightly more of his full potential if he needs to. As noted above, Vlad is always in Stage 1, just to be a badass.

Stages Unlocked – 3

Stage 1 Bonuses

+1 Draw from the game deck

+1 to powerup

Amazing Skill:	Increase Skill by (Stage x4)
Mind Equalization:	Increase Mind to 25
Enhanced E. Sword:	+1x Attack, Damage and Defense Boost for E. Sword

Stage 2 Bonuses

SE Resist:	Instantly removes normal Disarm
Dangerous Form:	Bonus to Skl equal to # of cards in aura

Stage 3 Bonuses

Perfect Skill:	+10 Skl and Skl limit. Increases any inflicted Trick or Berserk to intense

Advanced Eagle

Eyes Flow:	Gives E. Eyes cards combo flow properties

JET

This young Knight is one of the many NPCs Spiral and his friends faced during their Knightship Trials in *Spiral Squire*. He's a strange looking kid who patterns himself after his mentor, wearing distinctly Oriental clothing and sporting an anachronistic kung-fu braid. Jet is energetic and impossibly optimistic, especially considering he's unable to use basic Knightcraft! He's even worse than Spiral. Jet makes up for this by being a martial arts master; he's easily the best in his age group. Jet is one of those characters that fans absolutely love. He's constantly fought over by the players of the *Spiral Squire* Universe game and has become a recurring substitute PC. Here is his stat block as an NPC from the peak of the Knighthood Trials Arc. He has lots of interesting reskinned techniques because of his stated chakra incompetence.

Jet

Attribute	Value	Limit	Style		Techniques	Rank /	C. Flow /	P. Wild
Strength	15	26	Energy		♥: Hard Arts (Beast)	5	X	
Speed	25	20	Mind		♣: Flow Arts (Water)	3	X	
Skill	15	32	Skill		♦: Soul Arts (Gravity)	2	X	
Mind	5	20	Speed		♠: Arts Master	3		
Energy	10	32	Strength		Powerup / Aura	4 / 5		
					Starting PT:	2		

Archetype:	I Gotta Be the Best!
Gimmicks:	"Fall 9 Times, Get Up 10!" – Heal 10 (2)
	Master: Chow Yun – +5 Attack (2)

Technique Notes

Hard Arts (Beast)   Rank: 5

Attk: x1 Dmg: x0 Def: x1

2-Card – Combos inflict Surprise

EE: Add ½ card value to damage

Other: Increase Dmg boost by 2 when attacking with Skill

Flow Arts (Water)   Rank: 3

Attk: x1 Dmg: x0 Def: x1

2-Card: Combos inflict Berserk; blocks remove Paralyze

Soul Arts (Gravity)   Rank: 2

Attk: x1 Dmg: x0 Def: x1

2-Card – Combos and blocks inflict Paralyze

Signature Moves

Forest Hurricane!: Skill + Hard Arts

Base Attack 10

+3 Attack per PT

@ 2 PT: Can target Skill or Speed

3 PT: Inflicts Drain

4 PT: Can target Skill, Speed or Energy

4 PT: +10 Attack

6 PT: Inflicts intense Drain

8 PT: Inflicts intense Terror

9 PT: Ignore Skl limit

12 PT: Inflicts intense Terror and intense Berserk

Transformation

Jet has two forms, one that emphasizes his Speed and another that jacks up his Strength. These forms both come from his ability to control his chakra gates. His 1st Stage for both forms has the same description and appearance, actually. Everything starts with Jet removing his weighted training clothing.

Peony Gate Release: This is Jet's Speed enhancing form. The 1st Stage has him remove his weights which allows him to zip around faster than the eye can follow. The 2nd Stage is a spiritual unlocking of his Peony Gate, the chakra lock that controls superhuman reaction. While in this stage he's usually surrounded by a glowing aura of blue power.

Stages Unlocked – 2

Stage 1 Bonuses

+1 Draw from the game deck

+1 to powerup

Amazing Speed: Increase Spd by (Stage x4)

Flexible Attack: Speed can target Skill or Energy

Reserve Power: Draw 3 whenever you get PT

Stage 2 Bonuses

Skill Equalization: Increase Skl to 25

Amazing Skill: Increase Skl by (Stage x4)

Chrysanthemum Gate Release: This is Jet's Strength enhancing form. Stage 1 has him remove his weights which frees up his full muscle power, allowing him to smash through solid stone with ease. The 2nd Stage is a spiritual unlocking of his Chrysanthemum Gate, the chakra lock that controls the body's ability to feel pain. While in this stage his skin blazes with red chakra and he overcharges his muscles, possibly causing long term complications.

Stages Unlocked – 2

Stage 1 Bonuses

+1 Draw from the game deck

+1 to powerup

Amazing Strength: Increase Strength by (Stage x4)

Strength Equalization: Increase Strength to 25

Transformed

Combat Style: Replaces Jet's Style with – Str>Spd; Spd>Skl; Skl>Eng; Mnd>Str; Eng>Mnd

Stage 2 Bonuses

SE Resist: Instantly removes normal Cripple

Dangerous Form: Bonus to Str equal to # of cards in aura

SAMPLE BOSS – IZUUN

This character was the Boss of the 3rd and later seasons of *White*. Izuun was first introduced as a kindly member of the Angelic Pax Dei, specifically the Captain of the 5th Wing. Izuun turned out to be a beyond-genius mastermind; faking his own death, being responsible for Ruliel's abduction and near execution, and inflicting egregious damage to The Heavens.

Izuun is a master of Enochian Magic and is always ten moves ahead of the competition. He possesses remarkable physical strength and speed as well, though rarely has to get his hands dirty. Although he could certainly call down any number of biblical storms through his magic, he prefers to focus on a few favorite spells. Izuun's tactics make heavy use of the Death, Holy, and Gravity techniques. Additionally, Izuun's angelic province as the Angel of Comfort makes fighting him very disturbing. He frequently insists that there is no reason to oppose him; he honestly thinks he's doing good with his insane schemes and experiments. He has terrifying hypnotic abilities that are manifested through his Soul Sword as well, causing anyone battling him to second guess their senses. This all combines into a Universe-threatening package.

Izuun

Attribute	Value	Limit	Style	Techniques	Rank
Strength	20	∞	Speed	♥: Illusion	10
Speed	30	∞	Mind	♣: Gravity	10
Skill	20	∞	Strength	♦: Holy	10
Mind	45	∞	Skill	♠: Death	10
Energy	45	∞	Energy	Powerup / Aura	3 / 6

Archetype: The Man Who Would Be God – Inflict intense Terror (3)

Technique Notes

Illusion   Rank: 10
Attk: x1 Dmg: x2 Def: x5
2-Card – Blocks inflict Surprise and Trick, ignore Surprise, and remove Berserk and intense Surprise
3-Card – Combos inflict Berserk and Trick, and remove Berserk; blocks inflict +[rank] auto dmg
4-Card – Combos remove intense Surprise and ignore Surprise
5-Card – Combos grant +5 def

Gravity   Rank: 10
Attk: x3 Dmg: x0 Def: x3
2-Card – Combos inflict Paralyze, and either inflict Wide Open or remove Wide open; blocks inflict Paralyze
3-Card – Combos inflict lingering Paralyze
4-Card – Combos inflict intense Disarm
5-Card – Combos receive +5 attk and ignore Paralyze and Cripple
Other: +2 dmg and def against foes suffering from Paralyze, or +4 for intense Paralyze

Holy   Rank: 10
Attk: x4 Dmg: x0 Def: x3
2-Card – Combos remove Hopeless and either Berserk or Drain; blocks inflict and remove Hopeless, ignore Terror, and remove either Berserk or Drain
3-Card – Combos inflict Hopeless and ignore Terror; blocks remove and inflict intense Hopeless and receive +5 def
4-Card – Combos remove intense Hopeless
5-Card – Combos inflict intense Hopeless and grant +5 def

Death   Rank: 10
Attk: x1 Dmg: x4 Def: x1
2-Card – Combos inflict Hopeless
3-Card – Combos inflict unstoppable dmg equal to # of activated cards
4-Card – Combos inflict Terror and Paralyze
5-Card – Combos deal +10 unstoppable dmg and receive +[rank] attk bonus
Other: Combos inflict auto dmg equal to # of activated cards

Boss Moves

Plague of Darkness: Energy + Gravity
Base Attack 10
+3 Attack per PT
2 auto dmg per PT
Reduces unstoppable and auto damage taken by 2 per PT
Reduce opponent's powerup by 1 for next round per 2 PT
@ 2 PT: Can target Energy or Speed
3 PT: Inflicts Drain
4 PT: +10 Attack
4 PT: Can target Energy, Speed or Mind
6 PT: Inflicts intense Drain
8 PT: Inflicts intense Wide Open
12 PT: Inflicts intense Wide Open and intense Disarm

All First Born: Energy + Death
Base Attack 10
+3 Attack per PT
6 unstoppable dmg per PT
Heal 2 per PT
Remove and ignore one of the following SEs per 2PT: intense Drain, intense Hopeless or intense Terror
@ 3 PT: Inflicts Drain
4 PT: +10 Attack
6 PT: Inflicts intense Drain
8 PT: Inflicts intense Hopeless
12 PT: Inflicts intense Terror

Free Will: Mind + Illusion
Base Attack 10
+3 Attack per PT
Heal 2 per PT
Lock 1 of the opponent's PT during next round per 2 PT
Boss Effect: Perfect Hypnosis - This move inflicts intense Trick. Players taking damage from this attack must describe their next defense as though a fellow PC shonen was attacking them. Failure to do so causes the intense Trick to linger for another round.
@1 PT: Inflicts Paralyze and Cripple

3 PT: Inflicts Surprise, and intense Paralyze and Cripple
4 PT: +10 Attack
6 PT: Inflicts intense Surprise
8 PT: +10 Defense
12 PT: +10 Defense

Transformation

As a Boss, Izuun doesn't transform during a battle. The Producer has given him three stages of transformation and he goes up one at a time after each fight. The Producer selects two bonuses per stage and treats each stage as Stage 3 when considering the bonus limits.

Apotheosis: Izuun's transformation follows the normal Ascension concept at first. He starts by unleashing and absorbing the power of his Soul Sword at Stage 1. This surrounds him with an aura of rainbow energy and casts a powerful illusion over all his attacks; he never even looks like he's fighting at this level. People just start dying. The 2nd Stage progresses past normal Angelic limits and harnesses Izuun's forbidden artificial Demon research. He trades the rainbow aura for one of stark black energy and fights using tainted Enochian Magic. In the 3rd Stage he absorbs the power of the Merkahbah, an artifact that bridges the gap between Demon and Angel. His form becomes an eerie outline of black and white, nearly featureless and statuesque. With this power he abandons his magics and revels in unlimited physical power.

Stage 1 Bonuses
+1 Draw from the Boss deck
+1 to powerup

Amazing Energy:	Increase Eng by (Stage x4)
Master Tactician:	+10 to Mnd, increases any inflicted Surprise or Hopeless to intense
SE Resist:	Instantly removes normal Surprise

Stage 2 Bonuses

SE Resist:	Instantly removes normal Drain
Enhanced Death Technique:	+1x Attack, Damage and Defense Boost for Death, and rank is considered 15

Stage 3 Bonuses

Amazing Speed:	Increase Spd by (Stage x4)
Amazing Strength:	Increase Str by (Stage x4)

PRODUCER SECTION - RUNNING THE SHOW

This chapter is mostly for the Producer and contains advice for running *Shonen Final Burst*. This chapter focuses on Arc construction, making interesting bad guys, creating allies and general tips. The Producer has a lot of work to do with making the story of the Arc, giving all the PCs proper screen time, designing eye-popping fights and wrangling the rules. Let's start out with some notes on how to make an interesting shonen story.

DESIGNING AN ARC

Coming up with Arcs is one of the Producer's major duties.

The best advice we can give you is this: **make it fun!**

This is a game, and games should be entertaining. Try to tie the story of the Arc into the PCs' backgrounds. This invests them in the Arc and gives them incentive to fight. You can do this by involving the character's allies, riffing off their gimmicks, or by simply asking them what they want.

Arcs have a predictable pattern, which is usually something like this: a threat appears, there's a lot of fighting, the heroes get beat, then they power up and try again, finally (hopefully) succeeding.

The cycle of fighting, losing and powering up is prominent in the shonen genre. This is just the overall cycle, though. The Arc itself contains a story to frame these events. There are many different kinds of Arcs as well. An Arc can be nearly anything, but there are some stereotypical stories that hold a special place in the shonen genre.

Types of Arcs

TOURNAMENT: One of the most prominent types of Arc, the Tournament storyline is all about a structured series of battles that lead to some amazing prize. The fighters all know they are in a competition and there is a big emphasis on digging up dirt on your opponents. Tournaments can be non-lethal, like an established martial arts championship, or they can be deadly serious, such as when an alien overlord takes over a planet and forces the heroes to fight on behalf of all humanity! Tournaments are interesting because they allow for predictable character interaction — there's always time to decompress between fights and talk to fellow fighters.

QUEST: Another popular story style, Quests take the characters far and wide in search of something or to accomplish a specific task. There has to be fighting during the Quest, so rivals and fellow searchers often show up in the PCs' way. Quests can even fit into larger stories, like when you're on an expedition for a widget that will help you beat the villain who killed your family. Quests are excellent Arcs because they usually involve something the PCs really want, making them proactive parts of the story.

RESCUE: This classic type of Arc is very much like a Quest, but focused on a character in danger. These stories are highly proactive and earnest and usually involve the PCs storming the enemy's stronghold to get back the person they love! Some Rescues have a ticking clock component, like the countdown to an execution, or a continuous race against the kidnappers to a certain point of no return. Rescue Arcs get a special mention because it's totally possible for PCs to arrange for their *own character* to be captured/rescued. While it's fun to save NPCs, sometimes it's cool to put your PC aside for a story and play a popular NPC trying to rescue *yourself*.

IMMINENT THREAT: This Arc is very basic — a big bad guy has shown up and is wrecking stuff. The PCs have to team up and stop him! This kind of story is reactive and the players might not have much say in what's going on, aside from fighting. It's a good idea to make the enemies somehow tied to the shonen to avoid it being a "monster of the week" story. Imminent Threats can make good beginnings to Quest Arcs or Training Arcs (see below).

BATTLE ROYALE: These types of Arcs usually happen after a good amount of story has built up in the show. They involve climactic battles and cameos of *everybody*. The whole world gets shaken up by these rocking wars! Interestingly, Battle Royale style Arcs have a high chance of killing off characters; it's almost inevitable when so many powerhouses show up at once.

TRAINING: Training is an absolute necessity in most shonen shows, but this is usually taken care of during an Arc. A Training Arc is *only* focused on increasing the powers of the fighters, usually because of an upcoming event or threat. These Arcs can feature excellent character development if they're preceded by an Arc in which the PCs were totally stomped. Being underground or on the run is occasionally a part of the Training Arc. These stories a great for making big changes to characters' powers and abilities.

There are some interesting sub-types of Arcs, too. There are many shonen series that have had mystery Arcs, romance Arcs, Arcs where the characters are all separated and on their own, stories just about character background (sometimes taking place in the past), and even silly Arcs about side stories and junk.

How Many Fights are in an Arc?

An Arc should last for multiple game sessions. We've found that Arcs with between 14 and 18 fights are what you should aim for. Shorter Arcs are certainly possible (as are longer Arcs), but making them too short or too long can be problematic for the story.

There is also the issue of gaining power. Players receive one technique rank after each fight. If there aren't enough fights in an Arc then they won't be able to reach their maximum power! It may help taking a look at the mechanics to figure out how long your Arc should be. Characters start each Arc with 11 total points in their four techniques. To max them all out you'd need at most 29 fights – don't forget about fights that give out 2 (or more) ranks and successful training challenges. However, you probably don't want the players to reach absolute maximum power. It's more entertaining to aim for a little bit below; this makes them choose where to put their points.

Think about an Arc with 16 planned fights. If you are able to play for about 3 – 4 hours you can easily get through 2 or 3 fights a session, including filler. By the end of the Arc the PCs would have at least 16 extra technique ranks, but probably more. Playing once a week with a goal of 16 fights would take between 3 and 5 sessions to fully run, so you'd conclude one whole story in about a month. That's a hell of a lot faster than most shonen anime! Then again, every group has different styles and speeds of play. Consider what's best for your team.

Arc and Storytelling Tips

Some Producers like to plan everything in advance. Others like to improvise. We're not going to bump either side – you can Produce your game the way you like. However, we do have some practical tips that should help everybody out.

First, try to imagine the various paths the PCs will take during an Arc. What happens when they win? What happens if they lose? What happens during a draw? You can't count on the PCs always winning or losing, so don't set the story in stone. Unlike other games, losing isn't the end of the story in *Shonen Final Burst*. Whatever the outcome of the fight, make sure it's entertaining and moves the plot forward, develops a character, or gives the PC a chance to be cool.

Second, it's OK to use other shonen series as inspiration. If you're stuck on how to proceed, just dig into your memory and copy something badass you saw or read. Seriously, this is one of the things we *want* you to do with the game! Let the shonen genre guide your stories and you'll do just fine.

Third and final; work with the players to construct the story. They are the stars of the show. If they're not having fun the whole thing is gonna wind up breaking down. Involve their backgrounds, rivals, gimmicks and allies. Remember though, in the end you are still the Producer. You shouldn't let the players dictate *everything* – many people like playing RPGs because they get to make important decisions in a cool story. If they know exactly what's going to happen then they won't enjoy themselves as much! So, take the hints they drop, ask them what they might want occasionally, and make sure their actions have consequences.

DESIGNING ENEMIES

Shonen need someone to fight. You won't have a story without bad guys, and good villains make for a more entertaining Arc. The previous Producer Section was all about mechanical enemy stuff. Here we'll lay down some advice on how to make interesting opponents and give you a few enemy tweaks you can use to spice up your Arcs.

NPC ⟶ PC?

Even long-standing characters can start out as NPCs! Atsuno Crowley began as an enemy of Shirosaki, but they eventually became teammates.

Turning Over NPCs to the Players

The battle system runs best when some players play NPC enemies. You'll need to prepare a quick character sheet for any NPCs you're handing over. Make sure to provide notes about their techniques and mechanics.

It's also very important to describe how they fight and what their powers look like. Fights are for showing off dope shonen moves, so be sure to tell the players what the NPCs moveset is!

As far as character goes, the amount of info you give is up to the individual Producer. NPCs have archetypes like shonen PCs, so knowing that is already a big help to the player. We also suggest writing down **three main things** about the NPC that build up their personality. These should be attitudes, opinions and additional details. Each NPC also has gimmicks to help flesh them out.

The info you give the players should provide a foundation for the player to build on. We really suggest not filling in every last detail about an NPC you're giving to a player. The player needs to have some creative control — it's one of the incentives for running an enemy! Let them be creative; you never know what they'll say or do. Interesting plot twists can pop out of the smallest details.

Basically, if you give the PCs partial control over shaping the enemies, then you're giving them a big chunk of your work. However, *it won't seem like work to them!*

One final tip: you can include important plot information in any NPC write-ups you hand over. Imagine the look on a player's face when they're reading your three notes and one of them says "… is secretly working with Izuun, who is the real mastermind behind the murders". We promise you, this trick will blow them away!

Be patient, open and generous with your players when they run NPCs. If they get some details wrong, no worries! Roll with it or give them a gentle reminder. Heck, your attention will probably be elsewhere, running another fight. In short, trust them. It's their game too, and they want to make it fun.

The Popularity Contest

The Producer doesn't have control over the PCs' relationships to the enemies. Really, it's the players who decide which NPCs they want to turn into allies, or ignore, or fight to the death! It's all about roleplaying. The Producer can't *force* a player to hate or like an NPC. The best she can do is faithfully play the role and see what comes of it. Our advice is to learn to read when the players like an enemy NPC and want to see them return, or if the enemy is just another punching bag.

Setting Damage Limits

One of the most important aspects of a fight is how nasty it will get. This is completely up to you, the Producer. There are a couple of important things to consider when you set the endpoint for the match.

First and foremost, you need to decide whether or not to tell your players what the limit actually is! For immersion in the story, sometimes it's best for them to not know when a fight is going to end. For example, if they know that a fight only goes up to the Cosmetic level, they might not take the opponent seriously. This could work in reverse, too. If the shonen are engaged in a tournament and you all of a sudden announce the next fight goes up to the Final category, they're going to be wondering what the hell is up with their opponent.

It's entirely up to you to reveal this info. If the players are insistent on knowing, then you can always make the use a scouting challenge to find out.

Second, the longer a fight goes on the more PT the players can receive. If you want to let them build up strength (or restrict them) you can adjust the length of your fights. Since the PCs get technique ranks after

each fight you can also throw in a few shorter matches to give them some more power.

Third, you need to consider the speed of the fights and whether they'll end particularly early or late compared to the others. It might be boring for one player to have a short match while another is going all the way. If this is unavoidable, then you should encourage the inactive players to do some roleplaying on the side, or even jump in and help run some still-ongoing fights.

When setting a damage limit, always make it directly after a category barrier. So, if the fight only lasts up to the Cosmetic category, the first character to exceed 52 points of damage loses (the barrier is at 51).

Killing Enemies

Killing somebody is not mechanically written into the *Shonen Final Burst* rules. Death is one of the most dramatic things that can happen in any story, so we leave it in the hands of the Producer and players to decide who bites the dust and when. This should be carefully considered, because a dead enemy can't come around later as an ally or entertaining recurring villain.

Here are some guidelines, though, in case you want advice.

- A PC can opt to kill a non-Boss opponent if they take the fight all the way to the Final damage category and win.
- A PC can opt to kill a non-Boss opponent who is generally unimportant (like **mooks**) after they win even if the fight doesn't get to the Final damage category. Check with the Producer!
- Non-Boss enemies cannot opt to kill PCs. PCs can still die if the player thinks it's cool (sounds weird, but it happens).
- Bosses can be killed by victorious PCs when they're out of transformations.
- Bosses can opt to kill PCs if they win a fight that progressed to the Final damage category. The player should bargain with the Producer out-of-character for a different resolution, like losing their powers or having an ally buy the farm.
- PCs can kill unnamed non-fighters during challenges, like assassinating faceless guards using Sneak, or wiping out zombies via Mystic.

You can adjust these guidelines for your particular group. In general, it's OK to kill background NPCs — people without names, good visual design or fighting abilities. Everybody else should be run past the group and Producer before shuffling off the mortal coil.

Enemy Design Tricks

The key to interesting enemy design is **reskinning**. As long as you keep the basic mechanics the same, you can describe nearly anything!

Any kind of weaponry or power is available to you. You can create horrific mutants, monsters and madmen without complicated bookkeeping. It's all about narration. Take this idea and run with it. Reskinning is a core game concept — as the Producer you should be the first in line to take advantage of this!

BOSS-KILLING WIDGETS

There is a grand tradition of collecting artifacts to weaken or destroy a Boss. If you want to implement this in your Arc, try the following:

Players can attempt challenges after certain fights to get a "Boss-killing widget" (or whatever it happens to be in your Arc). If they succeed in the challenge you can reduce one of the Boss's technique ranks by 1. That may not seem like much, but the difference between a rank 10 and a rank 9 technique is stark.

These widgets should only be available rarely, as you don't want to underpower a Boss. The opportunity to get one should be a **story event**, so players who scout the fight should know exactly what's up.

DESIGNING ALLIES

As the Producer you are responsible for making the NPC allies the PCs will interact with. In fact, you're responsible for pretty much every NPC the PCs interact with. Allies are a special case, though.

Allies can be thought of as "belonging" to the players. The players need to like their allies, so the Producer needs to take care and make them entertaining and worthy of interaction. Shonen characters have particularly strong bonds with their friends and you should want to foster that between the PCs and their NPC buddies.

As the Producer you should consider the PCs' allies as some of your most important story-telling tools. By endangering allies you can get the players to jump to their rescue. By hurting allies you can hurt the players. Awesome allies make the players more awesome.

Ally Mechanics

Ally call-in powers have unique mechanics. When designing your allies try to bear this in mind. There aren't many abilities that provide healing, so try to make a few healing allies. There aren't many abilities that let

you draw extra cards or search your deck, so create allies with those abilities. Sure, the attack, defense and SE-related powers are useful, but techniques and gimmicks can do that stuff too.

The other thing to remember is the ally hobby bonus. PCs have slightly fewer points for active hobbies than they do for interaction hobbies. You can balance this out by producing allies that give active hobby bonuses.

As far as awarding ally ranks — be sparing. Allies are permanent fixtures, so once they're powered up they can't be taken away. In general, you should award one normal ally rank per Arc, and one rank for Brother/Rival PC allies. If you really want to give out more ranks, tie them to the story. A fight where a PC has to rescue an ally is primed for an ally rank award. Likewise, if two PCs decide to rough each other up because of their rivalry, then you might wanna give an extra Brother/Rival rank to them!

As your group progresses through Arcs they'll probably expect more powerful allies. You can totally design a brand new ally that starts at rank 2, or even 3. Don't forget that you can also change ally powers around. If something climactic happens to an ally during an Arc their whole shtick could change, like a bubbly healer girl turning into a damage-dealing goth after her best friend dies. If PCs can change, so can allies!

Our last mechanical suggestion is to create *lots* of allies. This gives the players access to varied powers to better suit their tactics. The genre has a history of huge casts, so you'd also be reinforcing the basic feel of shonen anime.

Roleplaying Allies
Remember how allies "belong" to the players? Why not let them play their allies? Just like the players should help run the enemies, they should also help characterize their friends.

This isn't nearly as complex as jumping into an NPC for a fight. This is merely adding a few lines of dialog here and there. For example, if a player is performing a challenge and has described having an ally hanging around, that player is definitely going to want to talk to the NPC. You could do this as the Producer, but it may be more fun to have another player take over!

Killing Allies
We mentioned this a bit in the Supporting Roles chapter. There are no mechanical rules for attacking or killing allies. Without mechanics, it falls to you, the Producer, to decide to kill an ally. Not just kill either; kidnap, maim, curse, mind control, de-power, strike with amnesia, etc.

Do what you have to do to make the story work. Don't be too kind or too cruel. Talk to the players if you have any doubts or want to get their input. You might want to set some ground rules based on the nature of your game.

There's a little catch to doing these evil things. If a player scouts a fight you are obligated to tell them if there are any **story events** (IE; if anything crazy is going to happen). You have to say if an ally is in danger so they have the opportunity to stop it. You don't have to be specific; this is usually metagame information. They need to know that something is up and that the outcome of the fight will determine what happens — not exactly *what* will happen. If you want to be obvious about it, you can announce the stakes through the enemy fighter! A cackling madman who threatens to kill a shonen's friend if he can't beat him is classic.

You should usually wait for a fight to conclude before you follow through on trashing an ally. Killing an ally in the middle of a match (during trash talk, for example) might seem cool, but it could also ruin somebody's fun. Make sure your players know what to expect! If they're playing *SFB* as a fun adventure-filled romp of friendship and ridiculous battles, then murdering their friends out of hand is probably not cool. On the other hand, some really excellent stories come from unexpected ally problems.

Our rule of thumb: if you do something jerkish and totally unexpected, reward the players' indulgence. Throw some PT at them so they can transform and kick the bad guy's ass.

Enemies Becoming Allies
It's almost inevitable. Enemies have a grand tradition of turning into allies in our genre. This is something you should absolutely not ignore! You can't force it, though. Not every enemy is suited to be an ally. Some baddies are just not cool enough. Some get killed. Bosses are usually way too evil to be redeemed. There have been notable cases, of course, so anything is possible. In the end it's up to the players to accept a new ally. If the NPC has been intriguing then they'll probably welcome their new friend.

Allies as Backup PCs
SFB already expects the players will eventually help running NPCs. We also love the idea of players jumping into allies' personas to do some extra roleplaying. What about playing allies as *shonen PCs*?

It's totally possible, and totally radical. Sometimes a player will want to take a break from their character. Sometimes characters will die, or temporarily lose their

powers, or be sent halfway across the galaxy. The player should keep playing the game in those cases, and we recommend playing an ally! All they need to do is stat up the character. If the ally was once an enemy they probably have a good idea of their techniques and attribute array. Mechanically they're exactly the same as a normal PC. They get full access to SMs, transformations, archetypes, gimmicks; the whole enchilada!

Point wise, make sure this NPC-turned-PC has the same number of gimmicks, hobby ranks and Brother/Rival relationship ranks as the rest of the group. They also count as having completed the same number of Arcs. This may cause them to have modified personal decks too!

The best time to switch out PCs is between Arcs. You can switch during an Arc if you like, but make sure to have the new PC fully stated and ready to rock. Award him the proper technique ranks and eyeball the PT he should have. It's a bit trickier than waiting till the end, but this is great idea if a PC bows out halfway through the story.

Upgrading an ally to full PC is also an easy way to bring new players into the game or to deal with the occasional guest player.

PC ⟶ NPC?

Crow's drastic betrayal of his friends caused him to leave the team and join with their greatest enemy, Ouroboros. Crow's player knew what he was doing though, and arranged for Crow to become an NPC in the later Arcs while he switched to a new PC. Maybe one day Spiral will have his friend back....

DESIGNING CHALLENGES

Challenges are the bridge between fights and provide opportunity for characterization and conversation. Unlike other RPGs, the challenges in *Shonen Final Burst* are totally optional. There is no place in the genre for puzzles that stop the plot and derail the action.

Planning Challenges

Making some challenges ahead of time is a great way to guide the story and reveal stuff about the bag guys. However, since players choose to perform challenges they might just skip over your planned events. We suggest creating some ideas for generic events that can be fit into nearly any challenge with any hobby. Having the character overhear a conversation or stumble upon plans left by careless henchmen is cheesy but effective.

You should consider the character's hobbies when designing challenges. Each challenge is made with some **inappropriate hobbies** which aren't very effective. This shouldn't ever be more than five hobbies! Don't make lots of challenges that have a character's main hobby as inappropriate − that's just mean. The players want to use their best hobbies, so don't always penalize them.

Players are allowed to *try* and use any hobby for any challenge. Let them get really creative with their attempts; it's part of the fun! The most you can rule against them is that their hobby is inappropriate. That gives them a penalty, but they can still try. You can't just say **no**.

Additionally, remember that you can apply a +1 to +3 bonus to your challenge card. This might be fairer than overloading a challenge with inappropriate hobbies. This also lets you explain the challenge a little more and inject some details to the Arc, like noting the Boss's mooks wear psychic-blocking helmets. Maybe this means the Boss has some kind of mental power?

However, it's also possible for players to stack the hell out of one hobby and use it to the exclusion of all the others. That isn't very interesting. In those cases you should consider throwing a curveball and making that hobby occasionally inappropriate. This will hopefully encourage them to use different hobbies and flesh out their PC more. Of course, you can always talk to your players to solve such problems away from the game.

Challenges and Interaction Hobbies

The action hobbies are really easy to understand. If you want to sneak into a place you use Sneak. If you want to lift something heavy or cross a desert, use Exercise. The interaction hobbies take a bit more imagination from both the Producer and the player. Remember the rule of

thumb for using interaction hobbies; they let you beat a challenge with somebody's help.

As the Producer you should make sure there are NPCs around so the players can effectively use interaction hobbies. This can be as simple as using their allies, or as complex as interrogating the spirit of a dead enemy for information. As long as the players can *interact* with something they can use the interaction hobbies. There are **no excuses** for not having a character they can talk to. Players are allowed to try any hobby for anything, so you need to plan for NPC interaction! Do whatever it takes to pop in a character: have a guard happen down the hallway, make a talking animal, bring in a ghost, do a flashback to another character, put an intercom in the room — just make sure they can interact with someone!

Expanding Hobbies

Some game Universes have very unique themes and the players might want special skills to emphasize that. A universe full of hyper-pirates should probably have a Sailing hobby, for example.

You can certainly expand the number of hobbies. There are two things to be aware of, though. First, if you create more hobbies you should give the players more starting hobby ranks, and possibly more hobby ranks when they finish Arcs. They'll need to spread their points around more so this balances things out. Second, make sure the hobbies aren't too narrow. We really want any hobby to be used for any challenge, so if you make a really focused hobby the players might not be able to imagine using it too expansively.

Grand Challenges

Challenges are usually things that can be accomplished in a short period of time (with the exception of training). If the players want to do something more complex and long-running then you're going to have to adapt the challenge system or turn it into an Arc.

For instance, a search for magic wish-granting balls is not a simple challenge — that's a whole Arc. Likewise, players can't create or develop a hidden ninja village with one Craft challenge.

If the PCs want to do big sand-box style stuff, then we suggest using a system similar to the Training challenges. During the course of an Arc give them each a limited number of attempts to work toward their goals. Those goals should have increased difficulties just like Training, but no PT cost. Players can use something like **training awards** that you dole out for this specific purpose to decrease the difficulty. We can call these **"[xxx] Awards"**, customized for the challenge. For example, Wish Awards for gathering magic balls, or Soul Awards for freeing doomed spirits from hell. Simply

keep track of the number of successful challenges they undertake and rule on the results. Hook them up with some beneficial story advancement and even mechanical awards. Here's an example:

> Spiral, Crow and Rose are out on a Quest Arc. In addition to finding the hidden base of the renegade Knight Ouroboros, they've decided that they want to build up the power of their Forest Cloister. The Quest Arc is the goal set by the Producer, and the build-up is a proactive goal the players agreed on. The Producer gives each player three attempts to accomplish their side-goal.
>
> During the Arc the players will do whatever they can to bring some assets back home. After one fight, Rose performs a challenge to convince her opponent that life is good at the Forest Cloister. She succeeds and the Producer decides that enemy will have a change of heart and go to the Cloister for training. Good job, Rose! She has 2 attempts left.
>
> Spiral comes across a library of forgotten Knightcraft manuals after one of his fights. He tries to figure out which ones are worth taking, but flubs the challenge due to its increased difficulty. He's down to 2 attempts as well.
>
> Meanwhile, Crow has gathered a few **Build-Up Awards**, which is what the Producer calls the post-fight bonuses that reduce the challenge's difficulty. He spends them all on a daring double challenge: he's found a village under the control of a rival Cloister and wants to wipe them out! He succeeds against the reduced difficulty and comes out with blood on his hands. He's also down to 2 attempts, but that double challenge also gained him two successes toward the team's ultimate goal.
>
> Behind the scenes the Producer is giving out build-up awards and tracking the PCs progress. She's created some rewards if the players make it to 5 successes, like new gimmicks!

Using these altered challenges will give the players a bigger stake in the game Universe because it allows them more investment and control. That means more fun for everybody!

DESIGNING STORY EVENTS

Lots of shonen stories are full of problems for the heroes to overcome. Because fighting is the main method of solving problems, as the Producer you should create these trials as **story events** tied to fights.

A story event is basically a fork in the road for the story. Most fights are a variation on "beat this guy and get one step closer to your goal". Fights with a story event have some conditional possibility, such as "beat this guy **or** he'll kill your friend"!

Story events are perfect for getting the players invested in the outcome of a fight. You can set the conditions for a story event to be winning, losing, or anything else you can think of, like: finishing the fight with an SM, transforming more than one stage at a time, inflicting intense Cripple on your opponent, or winning a fight without calling in any allies. Likewise, the stakes of the story event can be nearly anything you can think of. You can offer extra technique ranks, new allies, gimmicks, extra chances at Grand Challenges, training awards, or just story-based awards. Sometimes the players don't need more mechanical goodies; they just want to finish an enemy off once and for all, or finally have the chance to explain their love to a dear friend.

The most important thing to note about story events is that they hinge on the outcome of fights. No matter what craziness is going down, the conditional event **can't happen until the fight is over**. You see this all the time on shonen shows; the infinite countdown to a planet's explosion, the execution that is perpetually delayed while the hero rushes to the gallows, the curse that will kill in seconds being stretched out for *hours*. If these things are story events, then they can't resolve until the fight is over. Simple.

Story Event Mechanics

Story events have a conditional trigger, as mentioned above. Something like winning a fight, losing a fight, or fulfilling certain conditions during a fight are all possible. **Story events are tied to a battle, so make sure the condition trigger is too!**

Story events have to be revealed to the players if there is a successful scouting challenge. This is usually metagame information (info for the players, not the characters). It's important that the players know what they have to do to succeed at the story event. You can deliver this info directly to them, or you can try to convey it in-game via an NPC. The best example is the cackling villain who says he will murder the shonen's friend unless he can stop him. Bad guys in our genre do this all the time, so it should be easy to get the info across this way. Honestly, it doesn't matter *how* the players are informed about the event; they *have* to know so they have a chance of affecting the outcome.

To create a story event you simply imagine something that could happen based on the outcome of fight and attach a condition to it. This can be purely story-based without any mechanics, or you can put various rewards on the line. **This is the best way to give out those**

I WON'T FIGHT YOU!

There's a special kind of fight in the shonen genre that needs to be mentioned. It's the "refusal to fight"-fight. Y'know, when the hero is going up against a mind controlled friend they don't want to harm, or if there is a big philosophical argument on the table.

These kinds of battles are excellent for drama and character development, but they're slightly hard to run. I mean, if you refuse to attack, how can you win?

One solution is to fight as normal *mechanically*, but reskin all the attacks as being on the defensive and pleading with your opponent to snap out of it. Another solution is to tie the outcome of the argument to a story event. In this case the fight would be played out as normal but the resolution of the argument would have to wait till the end of the battle.

Shonen often fight and scream at the same time, so either way is fine, really!

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discretionary rewards like allies, gimmicks and training awards.

Make sure the triggering condition is something the shonen can accomplish. Requiring a PC to transform during a fight before they have their transformations unlocked is pretty awful story event design. That said, you can always design story events in the hopes that the players will switch their fights around to accomplish their goals. This can add some cool characterization to a battle. If the players know there's a condition on a fight that only one PC can possibly accomplish, then they should arrange for that guy to go ahead and rock that match.

PLAYING ALONG – PRODUCER VERSION

The shonen genre is full of over-the-top insanity and crowning moments of awesome. We've done our best to provide rules for most of the situations, but this book can't cover everything. There are going to be times when your players floor you with an amazing idea or stun you with a mighty plot derailment. Always remember the Core Concept: **Play Along**.

Lots of planning goes into making an *SFB* Arc. There are NPCs to stat, fight outcomes to plot, challenges to generate, and intricate Boss schemes to weave. Sometimes all this planning gets wrecked. In those cases, please play along with your players. They're probably having the time of their lives! Recycle some NPCs and reskin them for easy enemies; start doing

challenges on the fly; make up the Boss's plot as you go.

Playing along isn't always about your plans getting wrecked, though. Sometimes players will come to you with radical ideas. What if they notice that their fellow PC is getting beaten badly in a match? Can they switch places? What if they need *just one more* PT to transform? Do you give it to them, but with a devil's bargain?

Hell yeah! If it would be cool on a shonen show, then you should allow it in your game. How you implement it is up to you, though. Feel free to tinker with the game and make it your own.

REWARDING THE PLAYERS

Many of *SFB*'s subsystems have built in rewards for the players. Here's the quick list:

- Players get a +10 attack bonus for describing an SM.
- Reduced PT costs for describing awesome transformations.
- Minor PT refunds for describing cool SM counters and bursts.
- Additional cards to draw from trash talk.
- Big bonuses for describing hobbies.
- Fights that give training awards.
- Fights that provide new allies or gimmicks.
- Card Exchanges for playing along with their archetype and ally relationships.

These are the rewards that are built in to the system. There's nothing saying that you can't make more. One of the goals of *Shonen Final Burst* is to create your own fighting anime series, and anything that helps that should be encouraged. As the Producer, be mindful of moments when a player causes the whole table to crack up, get pumped, or groan at melodrama. You might want to hand out a bonus here and there to encourage radical behavior.

If you keep the rewards flowing then the game will just get more and more over-the-top; and that's a great thing.

PRODUCING AN AWESOME SHOW

We use the term "Producer" because we'd like your *SFB* games to be imagined as a kickass shonen TV show. As the Producer there is a couple of cool things you should consider doing to heighten the TV show aspect of the game.

Encourage your players to get pictures of their characters. Make sure you have some shots of your bad guys too. Try to get a soundtrack for your fights. A couple of well-chosen tracks of music can really make the atmosphere. Give your sessions names like episodes. Maybe consider giving previews of the next session at the end too! If you're really ambitious you can design opening and closings for your show. The anime intro is a time honored tradition that gets viewers pumped to watch the upcoming fights. It usually foreshadows some Arc events and highlights important characters. If you're up to it, don't let this opportunity go to waste!

Another good idea is using some time during filler to let the players know what the enemies and other NPCs are doing. This can help ratchet up the pressure if they're racing against the clock and constantly getting bad news about a friend getting weaker or a powerful weapon nearing completion. Then again, if your game is more lighthearted, then you should use that time to inject some humor and camaraderie!

If your players can imagine watching their own game on TV and liking it, then you've been successful as a Producer.

PRIMETIME UNIVERSES

Here we give the Producer and players some guidelines for creating Universes, the fictional worlds you have your shonen adventures in. There are two example Universes too, complete with example characters and world details.

WHAT'S A UNIVERSE?

All shonen characters exist in their own manga or anime series, and each series has a different flavor, tone and concept for how powers work. Basically, each series is in its own **Universe**.

The Universe is a major component of your *Shonen Final Burst* game. As a player it tells you what kind of character you'll probably be playing and the situations you'll encounter. As a Producer it provides you guidelines for creating Arcs and enemies. For both sides, Universes shape the kinds of powers and shonen craziness you can get into.

The example Universes and characters below can absolutely be used for your games. However, they're probably more useful as examples of how to create your own unique series. You can probably also tell that these example Universes are homages to two of the biggest shonen series of all time. *SFB* was designed to let you play in any published shonen series and the examples help show how.

Universe Characteristics

There are some important things that all series need to define. A Universe needs to have **setting**, **tone**, **power source**, and **scale**. Some Universes also have **shonen creation guidelines** and **optional rules.**

SETTING is the world where the game takes place. A single Universe can have many locations, like towns, seas and even planets, but games connect these set pieces into a single Universe. Setting also defines the cultural flavor of the Universe. Is it modern day Japan? Is it a pseudo-Renaissance pirate world? Is it a slapdash parody world with goofy wolfmen alongside normal business women? Setting defines what the game world looks like and helps players imagine how their characters fit in.

Other things you should consider for setting include technology levels, transportation and communication. If the setting has multiple planets, how do the shonen get to them? If the shonen are separated, how can they communicate? If there is a gadgeteer shonen, what kind of tech does he have access to? Importantly, since the **Craft hobby** defines the everyday things a PC can do in the Universe, what things fall under Craft and what fall under Science, or even Mystic?

You may also want to think about organizations and 'rankings' for your setting. It may be important to note that there is Heavenly Army that keeps the peace on the sidelines, or a World Government that doles out bounties on evildoers.

Setting can usually be stated in a few sentences, with call outs to any particularly cool strangeness. For example:

- ○ *White* is set in modern Japan, with characters occasionally travelling to Heaven or Purgatorio. Heaven contains lots of pseudo-samurai imagery combined with Judeo-Christian balderdash.

- ○ *Big Treasure* is set on an alternate non-Earth during the height of the sea travel and piracy age. The setting is split between various Seas, each controlled by either notorious pirates or the vast Planetary Government. Technology and style is "anything goes"!

These are just tidbits, of course. The Producer and players will probably put much more detail into their particular settings. It's also possible to expand on a setting as the game progresses.

TONE is the general mood of the Universe. All shonen shows present the themes of the genre from the first chapter. However, some shows emphasize one theme over another, or throw new ones into the mix. This is part of tone. Tone defines the feeling of your shonen Universe. Is your show darker, with frequent death and loss? Is it a lighthearted romp filled with silliness and laughs? Most shows fall somewhere in between, with even preposterously upbeat series having serious moments, and grimdark settings including at least one joke character or mascot.

Some things you should consider for tone include love and romance, duty and freedom, and trust and betrayal. Some shonen series, light or dark, completely skip over deeper expressions of love. Lots of shows have characters that thrive on perversion, nosebleeds and panty sightings. There's a huge difference in tone between the unrequited love triangle of *Spiral Squire* and the constant girl-frenzy that fuels Yonji, the pirate cook in *Big Treasure*. Likewise, the rivalries that pop up between Shirosaki and Atsuno in *White* deal with trust, while the departure of Crow in *Spiral Squire* is a serious betrayal.

Tone should be described by a choice phrase or two. For example:

- ○ *Galaxy Star X* is about punching! Rivalry is awesome! Love is off-screen. Death isn't

permanent because the Galaxy Stars can bring people back to life.

- ○ *Big Treasure* is about friendship! Everybody cries and screams constantly! Love is goofy. Death is permanent, but infrequent. Consequently, it's a huge deal.

POWER SOURCE is part of the setting of a Universe, but it's so important that it rightly receives its own category. Power source defines how shonen can get power in the series and helps make some guidelines for how techniques, transformations and other flashy effects work.

Most series have some power source guidelines. For example, in a Universe like *White* pretty much every character has spiritual power. Everyone's abilities are explained through the lens of spirit energy, even things like magic and advanced technology. There are no characters in the series that harness internal ki or psychic powers. The power source of this Universe dictates the flavor of powers the characters should have.

The passive techniques of the Universe need to be explained along with the power source. Obviously, the Control [Power] passive is totally dependent on what the Universal power source is. Variations of the Universe's Mystic Arts and Weapon Master passives should also be detailed.

Producers should also consider what kinds of abilities are common and accessible through the power source. Do characters have access to a suite of ninja abilities, like basic illusions or element control? Remember the Ninja School Issue when thinking about the common powers of the series. Are there any kinds of powers that are banned or uncommon? Is this the kind of Universe that has no (or few) crazy powers? *Galaxy Star X,* for example, focuses mostly on ki blasts and beefy martial arts; there are precious few characters that have elemental control or weirdo moves.

Power source is a pretty fun setting element to design. We expect Producers to get a kick out of creating unique power concepts and then extrapolating what's possible with them! Power source can be encapsulated like this:

- ○ *Spiral Squire*'s main power source is Chakra. Chakra is an internal mystic energy that can enhance physical attributes or be projected externally through a variety of elemental techniques. Mystic Arts variations of Chakra include Genjutsu, which is basically illusion magic. Chakra users can all access basic fire, earth, water and air elemental effects.

- ○ *Big Treasure*'s most common power source is Juju. Characters eat a Juju Fruit and gain a set of strange abilities, usually some kind of body alteration. This Universe is not limited to just one power source. Many characters also have access to Kihai, which is a general "conquering spirit" that can enhance attacks and defenses. It is measurable, so this is different from the normal Fighting Spirit passive. Mystic Arts includes anything from Weather Voodoo to really esoteric versions of Juju Fruit powers. Basically, nothing is off limits and it's a hilariously awesome mess.

SCALE is a Universe property related to the stories that can be told and is partially linked to character power levels. Scale basically indicates how big and crazy things can get! A game with a smaller scale might limit the visualization of fights, while a game with a ridiculously large scale might produce unimaginable battles.

This characteristic helps guide what kind of powers a PC can have too. Some Universes dictate that characters can fly, for example. This necessitates that all the battlegrounds be large enough to accommodate supersonic zipping about. On the other hand, some Universes don't have any flying at all! This makes the Producer consider fights with more ground-based features.

Some Universes are very far to one side or another of the general power scale. A show about samurai in feudal Japan might be distinctly earth bound; characters learn cool styles and can do impressive martial feats, but there are no energy blasts or jumping over buildings. A show about kung-fu gods who protect the multiverse might require PCs to be able to fly in space and punch enemies through stars.

The size and burliness of enemies is also tied to scale. A very powerful series can feature shonen trashing armies and giant monsters. A series with a more realistic scale would not have these things, or if they did, the appearance of an army would be a major threat, possibly a Boss or something un-fightable!

Scale is a Universal property that can expand over time. Lots of series begin with a small scale and work their way up. Still, there are usually limits. A Universe that operates on a small scale where ninja use chakra for impressive combat techniques *might* increase up to the point where the ninja are summoning up giant kaiju monsters. It probably won't progress to the point where the ninja start blowing up planets.

Scale can be usually be described in terms of how much destruction a character can cause, or the common stakes of a Boss fight.

- ⚙ The scale in *White* is around city-level. An average character can fly or run around a multi block area with ease and shonen are capable of building level destruction. Villains can trash a metropolis of a million people if not stopped.

- ⚙ The scale in *Galaxy Star X* is easily planetary. Characters casually blow up miles-wide landmasses and travel at supersonic speeds. Shonen frequently survive being thrown through mountains. Bad guys wipe out conventional armies with ease, and Bosses blow up planets on a whim.

SHONEN CREATION GUIDELINES are rules and suggestions for the players that help them make PCs that are appropriate to the Universe. The guidelines are created by the Producer, possibly with input from the players.

Since most shonen characteristics aren't covered by the mechanics, these guidelines are often just character suggestions. A guideline such as "you must be an outlaw pirate" doesn't affect any character statistics, only backstory and narrative. These minor requirements are great for getting all the players on the same page; making everybody from the same high school, or involved in the same business, or part of the same elite military team. It may be important to note unique setting things, like alternate races, age restrictions, banned combat or technology styles. For example:

- ⚙ In *Spiral Squire* all PCs must be Knights, a chakra-using fighter that takes missions from their Cloister. Characters don't have to be from the same Cloister, but they will all be assigned to the same mission and live in the same area. Humans only between 12 and 18 years old.

- ⚙ In *Galaxy Star X* all PCs must be super powered martial artists of some kind. Aliens are good to go and fighters can be of any feasible age. Guns and non-energy ranged weapons are banned.

There are some creation guidelines that might affect the mechanics, though. For example, some series may require all characters to have an elemental specialty, while another show might only feature no-frills punching. This is where we get into optional rules.

OPTIONAL RULES are changes to the game mechanics that emphasize a Universe's unique features. The other characteristics of a Universe don't alter the rules of the game; these do. The key word here is "optional". Even minor changes to the rules can produce some funky

results, so all optional rules should be carefully considered.

Optional rules should be uniquely suited to the Universe, too. Because of this it's difficult to present an exhaustive list of possible options. Optional rules will be expanded on in a future supplement to *Shonen Final Burst*. For now here are some examples below to get you started.

Attribute Focus – Characters in this Universe focus on training their bodies much more than their esoteric techniques. All PCs must take two of the following techniques: Super Strength, Hyper Speed, Prodigy Skill, Mega Mind and Focused Energy. Both of the selected skills start at rank 2 each Arc for free. This optional rule is appropriate for a Universe like *Galaxy Star X*.

Armed and Dangerous – This Universe places special importance on weapons. All characters must use some kind of powerful armament that's magical or hyper technological. All PCs receive an extra gimmick at creation for their weapon and can feature their weapon gimmick for free in addition to their other gimmicks. This optional rule is appropriate for a Universe like *White*.

Unnecessarily Complicated Powers – The techniques in this Universe require complex hand gestures to activate. Characters can usually just describe flashing the proper fingers around. However, characters suffering from the Paralyze or Cripple SEs have their gestures disrupted. These SEs reduce their technique attack and defense boosts by 1 in addition to the normal and intense effects. This optional rule is appropriate for a Universe like *Spiral Squire*.

The Power of Friendship – PCs in this Universe have unbreakable bonds of friendship. During a fight a PC can give one of their PT to another PC. This can only be done once a round. PCs can also give ally call-ins in the same way. However, all PCs must always have at least one PC ally attached at all times. This optional rule is appropriate for a Universe like *Big Treasure*.

EXAMPLE UNIVERSE: WHITE

White is an immensely popular series about the life of Shirosaki Sanshiro, a Japanese high schooler who fights Angels and Demons.

Setting: *White* takes place in modern day Japan. The Universe also has supernatural realms like Heaven, Purgatorio and Hell. Characters can travel between them via portals and certain Arcs take place entirely in one plane or another.

Heaven is a large city that looks like ancient Jerusalem. Character and location design is slightly Middle Eastern,

but there are inexplicable Japanese anachronisms; many characters are highly samurai-like and tons of things have a feudal Japanese flavor. Heaven is ruled by the Pax Dei, the Angelic army. The Pax Dei is divided up into Wings of troops. Each Wing has a Captain and Lieutenant, who are among the strongest characters in the setting.

Purgatorio is an endless desert of bleak white sand. A huge maze-like fortress stands in the presumed middle. Purgatorio is the home of fallen Angels and is full of hostile supernatural stuff. Hell is the home of Demons, who invade and terrorize humanity. It has not yet been explored in *White*, only mentioned.

Although the series is dripping with Judeo-Christian myths and mysticism, it's all just window dressing. There are no discussions of religion or mention of any real world faiths. The Creator is entirely absent from the series as well.

Tone: Serious. The main PCs are all quite resigned to fighting and being involved in Heaven's affairs. There are deep bonds between two female PCs and Shirosaki, but the series hasn't taken direct steps toward love or romance yet. There is a mascot character called Cherub and a few ongoing gags, but the majority of PCs and NPCs are on point and serious. Death is a realistic threat, but so far no major allies or PCs have died.

Power Source: The main power source of *White* is Spiritual Energy. All Angels and Demons use it to fuel their abilities. Characters talk about levels of Spiritual Energy to compare power. This power source is very generalized and is used to enhance physical characteristics, use magic, project energy blasts and other common shonen things. Mystic Arts is represented by Enochian Magic, a series of complicated Angelic spells and miracles. Angels and Demons use enchanted and semi-intelligent weapons called Soul Swords (although they are not always swords). Technology can be enhanced by Spiritual Energy, allowing some characters to have gadgets or weapons that can harm Angels or Demons.

Scale: The scale in *White* is around city-level. An average character can fly or run around a multi block area with ease and shonen are capable of building level destruction. Villains can trash a metropolis of a million people if not stopped. The aims of powerful enemies are usually either harming the main characters or taking over Heaven.

Main Cast
The core PC group in *White* includes Shirosaki Sanshiro, Ruliel, Atsuno Crowley, and Mike. These main

fighting characters are supported by Reiko, the archetypical girl-next-door.

Shirosaki (Shiro to his friends) is arguably the main character of *White*. He's an athletic Japanese high schooler with the unusual ability to see spirits, Angels and Demons. This pushes him to help poor souls he sees in trouble, which made him cross paths with Ruliel, the Guardian Angel of his home city. Ruliel granted her powers to Shiro temporarily, which activated his latent Spiritual Energy. Shiro gained both Angelic and Demonic abilities and began fighting anything nasty that popped up in Bakuhastu City.

He eventually encountered Atsuno Crowley, a mysterious and cunning transfer student who also hunts Demons. Rivals at first, they eventually became friends. Rounding out the posse is Mike, Shiro's longtime buddy. Being a half-Japanese half-American black teenager is not easy for Mike, who has adapted by being remarkably noble and strong in heart and body. Mike began manifesting Spiritual Energy after prolonged exposure to Shiro, and eventually started fighting alongside him.

Shiro's adventures really started once the Pax Dei came to Bakuhastu City to arrest Ruliel for treason. Shiro and friends had to invade Heaven itself to get her back! Since then they've been deeply involved in Heaven's problems, like the madness of the fallen Angel Izuun and the threat of Hell.

SHIROSAKI SANSHIRO OF WHITE

A perfectly normal Japanese high school student, and Angelic warrior.

THE CAST OF *SPIRAL SQUIRE*: ROSE, SPIRAL AND CROW

EXAMPLE UNIVERSE: SPIRAL SQUIRE

Spiral Squire is a super popular show about a young Knight called Spiral. The series follows Spiral's journey to become a recognized Grand Knight despite his extremely long odds.

Setting: *Spiral Squire* is set on a pseudo-Earth with a combination of fantasy Medieval European and fantasy ancient Japanese flavors. The show revolves around powerful Knights, who are fighters that harness chakra to produce awesome elemental effects. Knights are like ninja; they're mystical, cool, kept away from the world, and essentially spend all their time interacting with other Knights. There are rivalries and sometimes wars that break out between Knight Cloisters. These old grudges make up most of the problems that the PCs face.

Each Knight Cloister is basically its own nation. They have ruling councils and semi-military rankings for their Knights. Cloisters often have some stereotypical flavors added, like the Desert Cloister Knights being Arabian.

The world of *Spiral Squire* is full of elemental spirits and it's a Knight's job to keep these things in check. Although there is this magical theme, *Spiral Squire* also features some highly out of place technology.

Characters have access to hospitals, electricity and even radios, but these things are largely "out of sight, out of mind".

Tone: Slightly serious. *Spiral Squire* is about Spiral's desire to be a great Grand Knight, but the characters are mostly kids. This gives them plenty of time for silliness. Rivalry is a major force in the show; two of the main PCs are at each other's throats constantly. There is also some allusion to a three-way crush going on, but since the PCs are very young this doesn't get past the awkward blushing stage. Death is a far away threat and isn't really considered.

Power Source: The main power source of *Spiral Squire* is Chakra. This is a mystical internal energy that increases physical strength and can be projected as elemental force by employing complicated hand gestures and focus. All Knights are capable of basic Knightcraft, which is minor control over the 4 prime elements of fire, air, water and earth. This Universe is a classic example of the Ninja School Issue. Mystic Arts is represented by Genjutsu, which is an advanced chakra-using technique to mess with peoples' minds. Illusion magic, basically. Knights use a huge variety of weapons and martial techniques; they're essentially ninja, samurai and European knights thrown in a blender. On top of all

that, many Knights feature techniques stolen from powerful elemental spirits or straight up unique powers without any rhyme or reason. This is always explained through chakra manipulation, but the rules are loose.

Scale: The scale in *Spiral Squire* is small and personal. Characters cannot fly or blow up buildings. They don't get thrown through mountains. A fighter's power is usually measured by the opponents he can beat, not if he can destroy a town or Cloister.

Main Cast
The crew of *Spiral Squire* is a three man team consisting of Spiral and his friends Rose and Crow. At the start of the show they are Squires-in-training. The kids are about 12 or 13 but already skilled fighters. They are taught by Maestro, a mysterious older Knight.

Spiral is the main character of the series. He has control over time and can summon temporal clones to help him in battle. This is a side effect of having a powerful rogue Elemental bound in his body, which happened to him as a child. Spiral is a young man with a goal but no focus. He's portrayed as being damn awful at being a Knight. He has faults and idiocy in spades, but this is countered by his enormous Chakra and insane optimism.

Fellow PCs Rose and Crow balance the group. Rose is a young girl with great conviction in the power of being a team. Crow is a serious, slightly grim young man. He's the most skilled on the squad and Spiral's rival.

Most of Spiral's first adventures were missions assigned to his training team. The show moved away from this format eventually and introduced some powerful rebel Knights that threatened Spiral and his friends. These baddies included Ouroboros, a near immortal mastermind, and Raven, Crow's murderous older brother.

Interestingly, *Spiral Squire* stopped production for a while and rebooted itself. The show skipped over about three years of training and brought back Spiral and company as older and more complex teenaged characters. The scale and overall production value was greatly increased too. The post-timeskip show is a separate series called *Spiral Knights: Shift*.

ALTERNATE UNIVERSES

You've come across mentions of two other Universes: *Galaxy Star X* and *Big Treasure*. Where are they?

Space and art constraints reared their ugly heads and pushed these Universes out of the way, unfortunately. Future supplements of *Shonen Final Burst* will hopefully bring those crazy series to life!

REALISTIC SHONEN UNIVERSES

The shonen genre covers many series that are not insanely jacked up on the power scale, so we should take a few moments to discuss those types of Universes too.

A good example of a realistic shonen Universe is *Ronin Sword*. This series is set in Japan during the Meiji period and is about a kindly samurai who used to be a murderous assassin. The characters can't fly or even jump over buildings. The battles are wonderful spectacles of swordplay and martial arts, but no one throws energy balls around. We'll be referring to this Universe as we discuss how to turn down the dial to make *SFB* appropriate for realistic series.

What Stays the Same

Essentially, running a low powered game is more about reskinning some system elements rather than changing rules. The combat mechanics all remain the same, of course. Hobbies and challenges are all unaltered too, although the Producer may consider adding extra hobbies to make things more realistic.

There's no need to alter archetypes, gimmicks, allies or style in a realistic Universe. These all function normally. Characters still have all five attributes and four techniques.

What's Different

One attribute stands out a bit: **Energy**. Characters in a realistic game will not be blasting people with power, so Energy needs to be redefined. Most real world martial arts have a concept of qi, kiai, or some other kind of warrior energy. Characters in a realistic setting won't use Energy to project elemental powers, but instead draw on it to psyche themselves up, find the will to continue fighting, or demoralize their enemy with a battle cry. In *Ronin Sword* characters have access to Kiai. Some powerful warriors can size each other up by "sensing" how strong Kiai is, and a fighter with a lot of this internal energy is a serious opponent.

The techniques require a lot of reskinning. Pretty much every technique in *Shonen Final Burst* is supernatural. That said, we've provided a few interesting examples on how to describe these techniques in mundane ways. Gravity, for instance, can be reimagined as Wrestling because of its emphasis on and exploitation of the Paralyze SE. In *Ronin Sword* most of the active techniques are transformed into sword styles and other martial arts. The main character uses the Bitenhitsurugi Style of kenjutsu, which is just a reskinned Death technique.

The passive techniques also require some extensive reworking. The Control [Power] passive should be

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changed to **Control Technique,** which represents the character's mastery with their chosen martial style. This is essentially just like Weapon Master, just reskinned to allow players to pick a different power set. Mystic Arts can be altered to emphasize a warrior's philosophy. In the real world we have monks and yogins who put mind over matter, so this isn't too much of a stretch. The remaining passives don't need much rearranging.

Characters in a realistic setting still have powerup scores and an aura. Powering up is simply saving your strength for a big push later in the fight. The aura is still your holding tank for this reserve energy, but it doesn't have the cool shonen lightshow aspect anymore.

Signature moves are perfectly fine so long as they are reskinned to fit the altered techniques. **Transformations** on the other hand require a lot of imagination to retain. Fighters can equip themselves with new weapons or change their described martial arts style to pull off transformations. For example, the main character in *Ronin Sword* wields a bizarre katana that's blunt where its edge should be and sharp at the back of the blade. By reversing his grip he can use the sharp side to extremely deadly effect – this is his primary transformation.

These changes should help you run a more realistic shonen game. We do feel there is a limit to how "real" you can get before the magic of the shonen genre stops working, though. For example, the basic premise of a shonen fighter gaining *more* power as they get beaten up is preposterously unrealistic, but the entire combat system revolves around it. Enjoy rocking out in a variety of low powered Universes, but don't get caught up in the mundane! Eventually it just stops being shonen.

OTHER SHONEN UNIVERSES
The shonen genre also includes series that aren't about fighting. With a little bit of stretching you can use *Shonen Final Burst* to play a sports series! Let's use baseball as our example below.

The Big Change
In most sports you're not trying to kill or maim your opponent. The concept of attacking and defending needs to be heavily reimagined for a shonen sports series.

For a baseball series, each attack and defense represents a contested pitch and at-bat. If the PC is the pitcher then they can stylize their damage as causing a strike or forcing a cruddy hit. If the PC is at-bat then it's the opposite; a good hit, RBI or home run. PCs in the field positions can skin their attacks and defenses as amazing field control and making tight plays. Heck, they can even talk trash from the dugout as a Mind or Energy attack, or cheer on their friends as a defense.

The team nature of the sport is part of the "fight" description. Players still need to mechanically fight individual opponents, unless the Producer wants to do nothing but Boss-style fights. PCs can pair off against an enemy who plays their same position. This lets two short stops compare their quick playmaking skills, while two sluggers go head to head trying to swing for the fence.

Each damage category should be redefined as a few innings of play. Every few rounds the at-bat team should switch so they can start describing their batting or field game. This doesn't affect attacking or defense! All characters are still attacking and defending each round. This is just a reskin to match baseball's game structure.

It's not necessary to keep track of runs. Whichever side has more winning players wins the game or is in the lead at the moment. For example, if there are four PCs making up a team and three of them win their matches, then their team wins! Maybe they'll win with only two successful matches if they're up against a weak team at the beginning of the Arc (IE: season). Maybe they could go into extra innings instead!

What Stays the Same
Use the same reskinning concepts as "realistic Universes", noted above. Characters have all their basic stats, like attributes, gimmicks, allies and techniques. Style works too. Imagine a baseball slugger who's specialized in Strength versus one who's big on Skill, or Speed, or even Mind! Their batting, pitching or field play will be totally different.

Techniques are a ton of fun to redesign for a sports Universe. The Earth technique, for example, has massive bonuses to defense. This would be a great technique for a catcher. Likewise, a midfielder with Hyper Speed or a pitcher with Fire just seems to make sense. Well, after you take out the crazy superhuman parts, of course. Then again, you could just keep them in and see what happens!

Allies need a special call out for a sports game. They can certainly include other NPC team members, but don't forget about all the people who help a team function! The team manager, equipment manager, batting coach, and bullpen coach all make perfect allies. So do helpful umpires, girlfriends and various fans!

What's Different
Energy needs to be reskinned like with realistic Universes. Instead of kiai you can imagine it as team spirit! Signature moves are as simple as pointing at the left field fence or throwing the perfect knuckleball. Transformations should be reimagined as a change of team tactics or using super-secret pitching skills or a new lucky bat.

YOUR UNIVERSE
We hope you have tons of fun thinking up your own crazy shonen realities. The guidelines and examples in this chapter should help. Still, maybe the best way to come up with a great Universe is by watching tons and tons of anime! Don't worry about getting every detail perfect and set in stone – things are gonna change as soon as the PCs start punching dudes. The shonen genre is pretty farfetched and wild, so be ready to change your Universe to accommodate the evolving insanity.

However, here's the most important rule about making your own Universe: you don't need to follow any rules.

Shonen Final Burst is made to help you make your own awesome anime game. Go ahead and tweak or break any mechanics you dislike. If you want to experiment with higher or lower power you're more than welcome to. This is natural for table top RPGs. The Gaming Police do not exist.

So, catch some intros on YouTube, flip open some back issues of manga, or check out a hilarious abridged version of your favorite show. Get your shonen blood pumping again and get ready to enjoy your new Universe.

READY?   SET?   SHONEN!

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Passive

Pentagon stat chart with axes: SPEED, MIND, SKILL, ENERGY, STRENGTH. Gridlines marked +20, 10, 0.
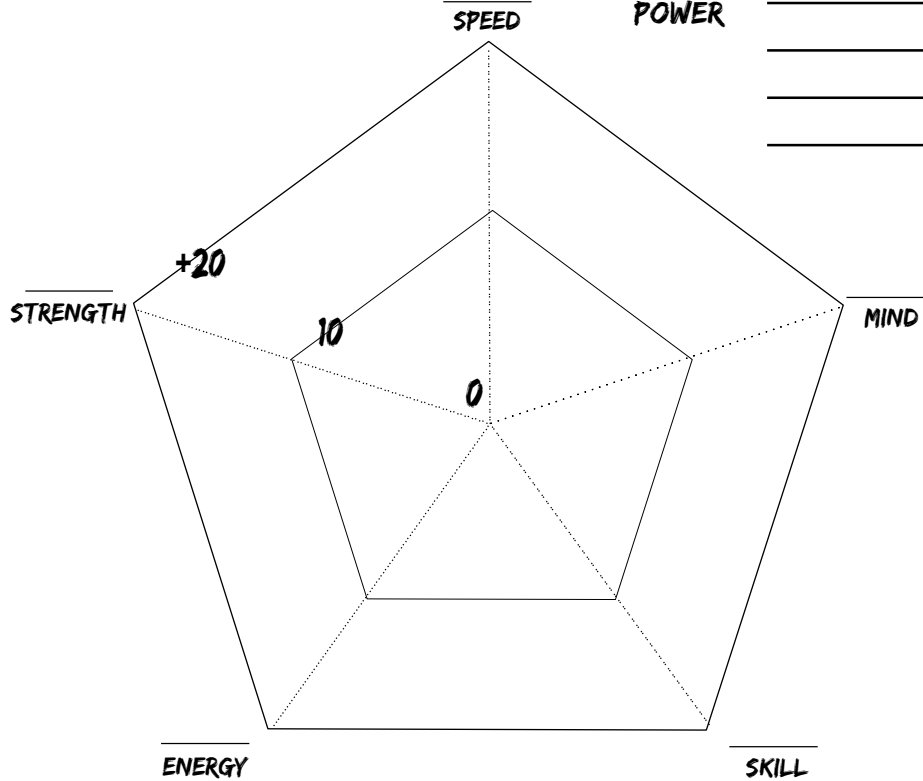
QUICK TECHNIQUE NOTES

ATTACHED ALLIES
_____ ☐ Used
_____ ☐
_____ ☐
_____ ☐
_____ ☐

OVERPOWER LIMITS (Base 20 without bonuses)

STR __ / SPD __ / MND __ / SKL __ / ENG __

HOBBIES
Base Rank / Ally Bonus

COMFORT _____ +
CRAFT _____ +
DECEIVE _____ +
EXERCISE _____ +
FRIGHTEN _____ +
INSPIRE _____ +
MYSTIC _____ +
ROMANCE _____ +
SCIENCE _____ +
SNEAK _____ +

FEATURED GIMMICKS
_____
_____
_____

CURRENT ARC

COMPLETED ARCS

STYLE

STRENGTH → Attacks _____
SPEED → Attacks _____
MIND → Attacks _____
SKILL → Attacks _____
ENERGY → Attacks _____

AURA

POWERUP

SHONEN FINAL BURST

TECHNIQUE DETAILS
Name / Rank

♣ _____   ♥ _____   ♦ _____

BOOSTS

ATTACK –

DAMAGE –

DEFENSE –

BONUSES

2-CARD –

3-CARD –

4-CARD –

5-CARD –

EXPEND
EFFECTS

CONDITIONAL – OTHER BONUSES

PASSIVE TECHNIQUE NOTES

♠ _____

ALLIES
Name / Rank / Power

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

GIMMICKS
Name / Power

_____   _____
_____   _____
_____   _____
_____   _____

SIGNATURE MOVES

SM NOTES

NAME _____

ATTRIBUTE BASE _____
TECHNIQUE BASE _____
FOCUS _____

BASE ATTACK _____ + 10 =
_{Attr}

Attr

OPTIONS

+3 Attack per PT _____

_____

_____

_____

_____

_____

9 PT: Ignore overpower limit for Attribute

NAME _____

ATTRIBUTE BASE _____
TECHNIQUE BASE _____
FOCUS _____

BASE ATTACK _____ + 10 =

Attr

OPTIONS

+3 Attack per PT _____

_____

_____

_____

_____

_____

9 PT: Ignore overpower limit for Attribute

NAME _____

ATTRIBUTE BASE _____
TECHNIQUE BASE _____
FOCUS _____

BASE ATTACK _____ + 10 =

Attr

OPTIONS

+3 Attack per PT _____

_____

_____

_____

_____

_____

9 PT: Ignore overpower limit for Attribute

TRANSFORMATIONS

	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5

FORM _____
STAGE UNLOCKED ☐ ☐ ☐ ☐ ☐
1 2 3 4 5

+1 Draw from game deck, +1 powerup and aura

Amazing Attribute: _____

FORM _____
STAGE UNLOCKED ☐ ☐ ☐ ☐
1 2 3 4

+1 Draw from game deck, +1 powerup and aura

Amazing Attribute: _____

FORM _____
STAGE UNLOCKED ☐ ☐ ☐
1 2 3

+1 Draw from game deck, +1 powerup and aura

Amazing Attribute: _____

TRANSFORMATION NOTES

Cost to transform:
Desired Stage x 3 PT
and
1 aura passive tech card ≥ 5 per Stage

Cool description = -1 PT

Between battle upkeep cost:
1 PT per Stage

0 1 2 3 4 5 6 7 8 9 **10** 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

PROPERTY DAMAGE - DRAW + 1

51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

COSMETIC DAMAGE - DRAW + 2

101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150

SERIOUS DAMAGE - DRAW + 3

151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 **190** 191 192 193 194 195 196 197 198 199

DEADLY DAMAGE - DRAW + 4

200 201

FINAL DAMAGE - DRAW + 5

STATUS EFFECTS

CRIPPLE
N - Reduce Str by 1/2
I - Reduce Str by 30

PARALYZE
N - Reduce Spd by 1/2
I - Reduce Spd by 30

SURPRISE
N - Reduce Mnd by 1/2
I - Reduce Mnd by 30

TRICK
N - Reduce Skl by 1/2
I - Reduce Skl by 30

DRAIN
N - Reduce Eng by 1/2
I - Reduce Eng by 30

BERSERK
N - -1 powerup. Cards ≥ 6 cannot be used for Expend Effects.
I - -3 powerup. No cards can be used for Expend Effects.

DISARM
N - Cards ≥ 6 have no suit in combos.
I - No cards have suits for combos.

TERROR
N - Highest combo card is worth 0.
I - Two highest combo cards are worth 0.

HOPELESS
N - All ally levels -1. Cannot use archetype ability. Launch cost of SMs +1 PT.
I - All ally levels -3. Cannot use archetype ability. Launch cost of SMs +3 PT.

WIDE OPEN
N - Cards ≥ 6 have no suit in blocks. All healing, damage reduction and reflection is -5.
I - No cards have suits for blocks. All healing, damage reduction and reflection is -15.

TRASH TALK BONUS

TALK SMACK TO YOUR OPPONENT WHEN YOU REACH A BARRIER AND RECEIVE AN EXTRA 1 DRAW BONUS.

CURRENT POWER TOKENS