



CONT: Your Lv1+ attacks gain "**HTD**: Heal 1."
(As an action, pay MAX Hyper to perform El Eterno's "Flying Vampiric Dive!")

El Eterno
EX FIGHTER: AVERAGE

A-1-01E/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022



PRECISION (Attacks with Precision can only be blocked by a Block card used from your opponent's hand.)

ATK: If you have 3+ Blue Ki in your Ki Pool, your opponent must (PAY: 3 Ki) to block this attack.

POW 9

Flying Vampiric Dive
Lv3 HYPER ATTACK: GRAPPLE

A-1-01HA/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022



CONT: Whenever you Heal due to your effect > raise your Hyper 1.

Rejuvenation Form I
KATA

A-1-02/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022



SETUP: Use only if you have no Buffs in play. Search for a card that can become a Buff with a **CONT** effect and place it into play as a Buff.

Adaptive Form I
KATA

A-1-03/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Undying Hero



SIG: EL ETERNO (Can only be packed by El Eterno.)

SETUP / ACT: Heal 2. If you have the Buff "The Undying Hero" in play, Draw 1. **[STATUS EFFECT]**. (When this card resolves, you may have it stay in play and become a Buff.)

CONT: Whenever your effect would "Heal #"" or target cards in your Exhaust to heal > increase that value by 1.

TACTIC

BUFF

A-1-13/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Undying Hero



SIG: EL ETERNO (Can only be packed by El Eterno.)

SETUP / ACT: Heal 2. If you have the Buff "The Undying Hero" in play, Draw 1. **[STATUS EFFECT]**. (When this card resolves, you may have it stay in play and become a Buff.)

CONT: Whenever your effect would "Heal #"" or target cards in your Exhaust to heal > increase that value by 1.

TACTIC

BUFF

A-1-13/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

FIGHTER'S TOOL

AGGRESSOR

El Eterno the Vampire Bat
"El Vampiro Azul"

Hola! I am El Eterno, also known as El Vampiro Azul. Beloved luchadore and actor, known world wide for my charisma on screen and technical feats in the ring, ending matches with my trademark Flying Vampiric Dive. I've been in the public spotlight for many years now, pushing millions in merchandise sales for my promotion. But now, with my contract ending, I was given an offer from Hyper Juken I cannot refuse.

HYPER METER
0 1 2 3 4 5 6 7 8 9

A-1-40/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Undying Hero



SIG: EL ETERNO (Can only be packed by El Eterno.)

SETUP / ACT: Heal 2. If you have the Buff "The Undying Hero" in play, Draw 1. **[STATUS EFFECT]**. (When this card resolves, you may have it stay in play and become a Buff.)

CONT: Whenever your effect would "Heal #"" or target cards in your Exhaust to heal > increase that value by 1.

TACTIC

BUFF

A-1-13/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Undying Hero



SIG: EL ETERNO (Can only be packed by El Eterno.)

SETUP / ACT: Heal 2. If you have the Buff "The Undying Hero" in play, Draw 1. **[STATUS EFFECT]**. (When this card resolves, you may have it stay in play and become a Buff.)

CONT: Whenever your effect would "Heal #"" or target cards in your Exhaust to heal > increase that value by 1.

TACTIC

BUFF

A-1-13/42N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Back Sweep Kick

ATTACK: KICK

POW 2

HIT: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to it's owner's Exhaust.)

A-1-04/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Light Life Kick

ATTACK: KICK

POW 2

TRIG [EXHAUST]: When this card is Healed by your effect > raise your Hyper 1.

A-1-05/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Delayed Backhand Chop

ATTACK: PUNCH

POW 2

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > Heal it.

A-1-06/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Forceful Ki Blast

ATTACK: SPECIAL

POW 4

ATK: Heal 1.
HIT: Heal 1.
(To Heal #, place the top # cards of your Exhaust onto the bottom of your Arsenal.)

A-1-07/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Resourceful Punch

ATTACK: PUNCH

POW 4

ATK: Raise your Hyper 1.
TRIG [EXHAUST]: When this card would be healed due to your effect > you may (PAY: Discard 1) to place this card into your hand instead.

A-1-08/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Equaliser

ATTACK: SPECIAL

POW 6

ATK: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to it's owner's Exhaust.)

A-1-09/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unphased Catch

BLOCK

BLK: Lower your opponent's Hyper 1. Heal 1.
(To Heal #, place the top # cards of your Exhaust onto the bottom of your Arsenal.)

A-1-10/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Resourceful Catch

BLOCK

BLK: Raise your Hyper 1.
TRIG [EXHAUST]: When this card would be healed due to your effect > you may (PAY: Discard 1) to place this card into your hand instead.

A-1-11/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unwavering Resolve

BREAKER BLOCK

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict. Lower your opponent's Hyper 2. Remove this card.

A-1-12/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Back Sweep Kick

ATTACK: KICK

POW 2

HIT: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to its owner's Exhaust.)

A-1-04/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Light Life Kick

ATTACK: KICK

POW 2

TRIG [EXHAUST]: When this card is Healed by your effect > raise your Hyper 1.

A-1-05/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Delayed Backhand Chop

ATTACK: PUNCH

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TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > Heal it.

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A-1-11/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unwavering Resolve

BREAKER BLOCK

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A-1-12/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Back Sweep Kick

ATTACK: KICK

POW 2

HIT: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to its owner's Exhaust.)

A-1-04/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Light Life Kick

ATTACK: KICK

POW 2

TRIG [EXHAUST]: When this card is Healed by your effect > raise your Hyper 1.

A-1-05/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Delayed Backhand Chop

ATTACK: PUNCH

POW 2

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > Heal it.

A-1-06/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

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ATTACK: SPECIAL

POW 4

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(A card in play that is Neutralized is sent to its owner's Exhaust.)

A-1-09/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unphased Catch

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BLK: Lower your opponent's Hyper 1. Heal 1.
(To Heal #, place the top # cards of your Exhaust onto the bottom of your Arsenal.)

A-1-10/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Resourceful Catch

BLOCK

BLK: Raise your Hyper 1.
TRIG [EXHAUST]: When this card would be healed due to your effect > you may (PAY: Discard 1) to place this card into your hand instead.

A-1-11/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unwavering Resolve

BREAKER BLOCK

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict. Lower your opponent's Hyper 2. Remove this card.

A-1-12/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Back Sweep Kick

ATTACK: KICK

POW 2

HIT: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to its owner's Exhaust.)

A-1-04/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Light Life Kick

ATTACK: KICK

POW 2

TRIG [EXHAUST]: When this card is Healed by your effect > raise your Hyper 1.

A-1-05/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Delayed Backhand Chop

ATTACK: PUNCH

POW 2

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > Heal it.

A-1-06/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Forceful Ki Blast

ATTACK: SPECIAL

POW 4

ATK: Heal 1.
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(To Heal #, place the top # cards of your Exhaust onto the bottom of your Arsenal.)

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Resourceful Punch

ATTACK: PUNCH

POW 4

ATK: Raise your Hyper 1.
TRIG [EXHAUST]: When this card would be healed due to your effect > you may (PAY: Discard 1) to place this card into your hand instead.

A-1-08/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

The Equaliser

ATTACK: SPECIAL

POW 6

ATK: Target 1 opponent's non-Debuff card in play and Neutralize it.
(A card in play that is Neutralized is sent to its owner's Exhaust.)

A-1-09/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unphased Catch

BLOCK

BLK: Lower your opponent's Hyper 1. Heal 1.
(To Heal #, place the top # cards of your Exhaust onto the bottom of your Arsenal.)

A-1-10/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Resourceful Catch

BLOCK

BLK: Raise your Hyper 1.
TRIG [EXHAUST]: When this card would be healed due to your effect > you may (PAY: Discard 1) to place this card into your hand instead.

A-1-11/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022

Unwavering Resolve

BREAKER BLOCK

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict. Lower your opponent's Hyper 2. Remove this card.

A-1-12/42 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2022



ARSENAL: You can only pack up to 8 Block cards.

CONT: Your Punches, Kicks and Grapples gain +1 POW. Prevent 1 combat damage from your opponent's attacks. (As an action, pay MAX Hyper to perform Mark's "Supreme Crusher!")

Mark
EX FIGHTER: HEAVY

A-2-14EF/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



POW ?

ATK: This attack can only be blocked by an effect or Breaker card. (Holds inflict combat damage until they cause X Block cards to be revealed from their opponent's Arsenal, where X is their Lv.)

Supreme Crusher
LV3 HYPER ATTACK: HOLD

A-2-14HA/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



CONT: Whenever your effect sends a card to your Ki Pool > target 2 Attack cards in your Exhaust and shuffle them into your Arsenal.

Ki Flow Form II
KATA

A-2-15/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



CONT: Your attacks gain "HIT: Raise your Hyper X, where X is this attack's Lv."

Impact Form I
KATA

A-2-16/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



1

Supreme Chokeslam

ATTACK: GRAPPLE

POW 4

SIG: MARK (Can only be packed by Mark.)

ATK: Raise your Hyper 2. If this attack's POW is 6+, it can only be blocked by an effect or Breaker card and your Hyper cannot be lowered by BRKR or BLK effects during this action.

HIT: Your opponent becomes Stunned.

A-2-22/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



1

Supreme Chokeslam

ATTACK: GRAPPLE

MOD 4

SIG: MARK (Can only be packed by Mark.)

ATK: Raise your Hyper 2. If this attack's POW is 6+, it can only be blocked by an effect or Breaker card and your Hyper cannot be lowered by BRKR or BLK effects during this action.

HIT: Your opponent becomes Stunned.

A-2-22/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



1

Supreme Chokeslam

ATTACK: GRAPPLE

POW 4

SIG: MARK (Can only be packed by Mark.)

ATK: Raise your Hyper 2. If this attack's POW is 6+, it can only be blocked by an effect or Breaker card and your Hyper cannot be lowered by BRKR or BLK effects during this action.

HIT: Your opponent becomes Stunned.

A-2-22/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



1

Supreme Chokeslam

ATTACK: GRAPPLE

POW 4

SIG: MARK (Can only be packed by Mark.)

ATK: Raise your Hyper 2. If this attack's POW is 6+, it can only be blocked by an effect or Breaker card and your Hyper cannot be lowered by BRKR or BLK effects during this action.

HIT: Your opponent becomes Stunned.

A-2-22/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

FIGHER'S TOOL AGGRESSOR

Mark the Grizzly Bear
"The Bearseker"

Hey, I'm Mark. Been at this a long time. Nearly all my life, all over the world, countless fights. I was one of the first Ryuto contracted for Hyper Juken. Heh, he even gave me a moniker: "The Bearseker". Part of me cringes whenever it's said, but I play along. Crowds love it and I do enjoy playing into it where I can. So long as I make the crowds happy I can speed up my retirement to when my contract ends. Body's showing wear and I don't have much of a reason to stay in the game.

HYPER METER
0 1 2 3 4 5 6 7 8 9

A-2-4/43 T ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023



0 **Energetic Kick**

ATTACK: KICK

POW **2**

HIT: Send the top card of your Arsenal to your Ki Pool.

A-2-17/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Delayed Light Jab**

ATTACK: PUNCH

POW **2**

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > you may (PAY: Remove this card) to have that attack gain +2 POW.

A-2-18/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Empassioned Flying Knee**

ATTACK: KICK

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to target 1 opponent's Debuff in play and Neutralize it. (A card in play that is Neutralized is sent to its owner's Exhaust.)

A-2-19/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **High Knife-Hand Chop**

ATTACK: PUNCH

POW **4**

CHIP 2 (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

HIT: Raise your Hyper 2.

A-2-20/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Resolute Overhead Hook**

ATTACK: PUNCH

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to have this attack gain +1 Lv and +2 POW, then raise your Hyper 1.

A-2-21/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

2 **Breakthrough Strike**

ATTACK: PUNCH

POW **6**

ATK: Your opponent cannot use the **BRKR** effects of cards revealed as combat damage from this attack. Combat damage from this attack cannot be prevented.

A-2-23/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

KIHON BLOCK

Basic Block

BLK: Raise your Hyper 1.

A-2-24/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

BREAKER BLOCK

Tenacious Guard

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict, then, if this effect prevented all remaining combat damage from that attack, send this card to your Ki Pool.

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > remove it.

A-2-25/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

TACTIC

Power Surge

HEAVY (Pack only if your Fighter is Heavy.)

TRIG: When you perform an attack > that attack gains +4 POW, then, if its POW is 10+, it gains **CHIP 4**. (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

A-2-26/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Energetic Kick**

ATTACK: KICK

POW **2**

HIT: Send the top card of your Arsenal to your Ki Pool.

A-2-17/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Delayed Light Jab**

ATTACK: PUNCH

POW **2**

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > you may (PAY: Remove this card) to have that attack gain +2 POW.

A-2-18/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Empassioned Flying Knee**

ATTACK: KICK

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to target 1 opponent's Debuff in play and Neutralize it. (A card in play that is Neutralized is sent to its owner's Exhaust.)

A-2-19/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **High Knife-Hand Chop**

ATTACK: PUNCH

POW **4**

CHIP 2 (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

HIT: Raise your Hyper 2.

A-2-20/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Resolute Overhead Hook**

ATTACK: PUNCH

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to have this attack gain +1 Lv and +2 POW, then raise your Hyper 1.

A-2-21/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

2 **Breakthrough Strike**

ATTACK: PUNCH

POW **6**

ATK: Your opponent cannot use the **BRKR** effects of cards revealed as combat damage from this attack. Combat damage from this attack cannot be prevented.

A-2-23/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

KIHON BLOCK

Basic Block

BLK: Raise your Hyper 1.

A-2-24/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

BREAKER BLOCK

Tenacious Guard

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict, then, if this effect prevented all remaining combat damage from that attack, send this card to your Ki Pool.

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > remove it.

A-2-25/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

TACTIC

Power Surge

HEAVY (Pack only if your Fighter is Heavy.)

TRIG: When you perform an attack > that attack gains +4 POW, then, if its POW is 10+, it gains **CHIP 4**. (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

A-2-26/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Energetic Kick**

ATTACK: KICK

POW **2**

HIT: Send the top card of your Arsenal to your Ki Pool.

A-2-17/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Delayed Light Jab**

ATTACK: PUNCH

POW **2**

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > you may (PAY: Remove this card) to have that attack gain +2 POW.

A-2-18/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Empassioned Flying Knee**

ATTACK: KICK

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to target 1 opponent's Debuff in play and Neutralize it. (A card in play that is Neutralized is sent to its owner's Exhaust.)

A-2-19/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **High Knife-Hand Chop**

ATTACK: PUNCH

POW **4**

CHIP 2 (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

HIT: Raise your Hyper 2.

A-2-20/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

1 **Resolute Overhead Hook**

ATTACK: PUNCH

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to have this attack gain +1 Lv and +2 POW, then raise your Hyper 1.

A-2-21/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

2 **Breakthrough Strike**

ATTACK: PUNCH

POW **6**

ATK: Your opponent cannot use the **BRKR** effects of cards revealed as combat damage from this attack. Combat damage from this attack cannot be prevented.

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KIHON BLOCK

Basic Block

BLK: Raise your Hyper 1.

A-2-24/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

BREAKER BLOCK

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BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict, then, if this effect prevented all remaining combat damage from that attack, send this card to your Ki Pool.

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > remove it.

A-2-25/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

TACTIC

Power Surge

HEAVY (Pack only if your Fighter is Heavy.)

TRIG: When you perform an attack > that attack gains +4 POW, then, if its POW is 10+, it gains **CHIP 4**. (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

A-2-26/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Energetic Kick**

ATTACK: KICK

POW **2**

HIT: Send the top card of your Arsenal to your Ki Pool.

A-2-17/43 N ILLUS: CHAPPERRR © SAVAGE SHIH TZU GAMES LLC 2023

0 **Delayed Light Jab**

ATTACK: PUNCH

POW **2**

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > you may (PAY: Remove this card) to have that attack gain +2 POW.

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1 **Empassioned Flying Knee**

ATTACK: KICK

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to target 1 opponent's Debuff in play and Neutralize it. (A card in play that is Neutralized is sent to its owner's Exhaust.)

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1 **High Knife-Hand Chop**

ATTACK: PUNCH

POW **4**

CHIP 2 (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

HIT: Raise your Hyper 2.

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1 **Resolute Overhead Hook**

ATTACK: PUNCH

POW **4**

ATK: Raise your Hyper 1. You may (PAY: 1 Ki) to have this attack gain +1 Lv and +2 POW, then raise your Hyper 1.

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2 **Breakthrough Strike**

ATTACK: PUNCH

POW **6**

ATK: Your opponent cannot use the **BRKR** effects of cards revealed as combat damage from this attack. Combat damage from this attack cannot be prevented.

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KIHON BLOCK

Basic Block

BLK: Raise your Hyper 1.

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BREAKER BLOCK

Tenacious Guard

BRKR: (May use only when this card is revealed from the top of your Arsenal as combat damage from an attack.) Prevent the next 3 combat damage your opponent's current attack would inflict, then, if this effect prevented all remaining combat damage from that attack, send this card to your Ki Pool.

TRIG [KI POOL]: When this card is sent to your Exhaust to pay the Ki cost of an attack > remove it.

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TACTIC

Power Surge

HEAVY (Pack only if your Fighter is Heavy.)

TRIG: When you perform an attack > that attack gains +4 POW, then, if its POW is 10+, it gains **CHIP 4**. (When your attack with Chip is blocked by a Block card, it inflicts Chip Damage to your opponent equal to its Chip value.)

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