

For your demo, you will need:

- An assortment of dice, at least two of each: d20s, d10s, d8s, d6s (more is better) and d4s.
- Some kind of marker for your action choice. A small die or a glass bead from Kung Fu work well.
- Two markers per person for damage, one for HP and one for your armor. Small dice, glass beads, chits from Star Wars Epic Duels are options.
- Something to track cosmo: The best thing would be the crystals from Ascension. Put them in a pool in the middle, draw from them when you get cosmo. Or you could use 10-sided dice (where 0 is 0).
- A pen and paper is probably a good idea, as some of the hit point calculations can get pretty dense. Also, take notes on what is or isn't working.
- Please play at least one game to the end. If it's quick, which they sometimes are, please play a second with new characters. If it too is quick, please replay it or play a third match.

Punch/Kick beats Throw and Cosmo Charge
Parry beats Punch/Kick
Throw beats Parry and Cosmo Charge
Dodge is safest
Cosmo Charge beats Dodge/Parry
Special beats Punch/Kick/Throw
Uppercut follows all punch rules, gets bonus to damage hit points but otherwise misses

To gain cosmo:
Punch/Kick: Gain 2 (hit or miss)
Cosmo Charge: Spirit, half (round down) if attacked

To start combo, get a clean hit:
Punch/kick vs. Throw, Cosmo Charge, failed Parry, or missed (roll of 1) attack
Parry and hit vs. Punch/Kick
Any critical hit except Special
Make combo attacks, roll vs. roll instead of action select

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1	Punch	Punch +3 strike +20 damage +1 cosmo	Punch +2 strike +20 damage +1 cosmo	Punch +6 strike x2 damage +1 cosmo
2	Punch	Punch +3 strike +20 damage +1 cosmo	Punch +2 strike +20 damage +1 cosmo	Uppercut +6 strike x2 damage +1 cosmo
3	Punch	Punch +2 strike +20 damage +1 cosmo	Punch +2 strike +20 damage +1 cosmo	Throw +4 strike +20 damage +1 cosmo
4	Punch	Kick +2 strike +20 damage +1 cosmo	Kick +2 strike +20 damage +1 cosmo	Throw +4 strike +20 damage +1 cosmo
5	Kick	Kick +3 strike +20 damage +1 cosmo	Kick +3 strike +20 damage +1 cosmo	Kick +6 strike +20 damage +1 cosmo
1	Punch	Punch +3 strike +20 damage +1 cosmo	Punch +3 strike +20 damage +1 cosmo	Punch +6 strike x2 damage +1 cosmo
2	Punch	Punch +3 strike +20 damage +1 cosmo	Punch +2 strike +20 damage +1 cosmo	Uppercut +6 strike x2 damage +1 cosmo
3	Punch	Punch +2 strike +20 damage +1 cosmo	Punch +2 strike +20 damage +1 cosmo	Throw +4 strike +20 damage +1 cosmo
4	Punch	Kick +2 strike +20 damage +1 cosmo	Kick +2 strike +20 damage +1 cosmo	Throw +4 strike +20 damage +1 cosmo
5	Kick	Kick +3 strike +20 damage +1 cosmo	Kick +3 strike +20 damage +1 cosmo	Kick +6 strike +20 damage +1 cosmo

Knights of the Zodiac Game

It has been said, that when times of evil fill the world, saints appear. Once upon a time, a group of young men devoted themselves to the protection of Athena, Goddess of Wisdom and War. Known as the Saints of Athena, these men were renown for the ability to fight without weapons. It has been said that their blows could rip the sky apart and their kicks will crack the ground. And now...



A new group of saints has arisen, with all the power and courage of the saints of old. A new era of heroic legends. Burn your inner cosmo and make miracles happen.

Knights of the Zodiac Game

John Lash

Take control of one of the great Saints of Athena! Wear a Cloth, a suit of armor stylized after a constellation in the cosmos. Burn your inner cosmo and unleash great power on your foes. Note that these powers do a lot of damage, typically with x100 following them. That's the scale they're on. The meteor fist itself could unleash hundreds punches, so there you have it. A special power with a high die roll to hit plus a solid roll of damage can kill some opponents in a single hit. Other fights will drag out longer.

For your first game, you will control one of the **Bronze Saints** and battle another Bronze Saint in one-on-one combat. The most powerful of saints are the 12 Gold Saints, each with an indestructible Gold Cloth from one of the 12 Zodiac constellations. There are also Silver Saints of in-between strength, plus other Saints and magical beings.

Objective: Kill your opponent by bringing his hit points to 0.

How to play: Bash each other with punches, kicks and throws. Defend with parries and dodges. Gain cosmo to unleash special attacks.

Setup: Each character chooses a saint and an action tile. Put a marker on 1000 for your Cloth, and a marker on the appropriate number of Hit Points for your character. Both players start with 0 cosmo. Put the Action Table underneath the Action Choices and Rules in the middle of the table where both players can see it. Grab your dice. Prepare for battle!

Turn order:

1. Action selection:

- A. Both players secretly and simultaneously choose their actions using their action tiles, so there's no going first.
- B. When both players are ready, reveal.
- C. Consult the action table (you'll have it memorized in no time) and proceed to the results.

2. **Dice rolls:** Actions result in none, one or both players rolling 20-sided dice to hit. If one player attacks while another defends, he still has to beat the attacking die roll to avoid taking damage, otherwise he'll still take half. A natural 1 always misses, a natural 20 always does double damage, direct to hit points!

3. **Assign damage and gain or lose Cosmo.**

4. Repeat until someone dies.

Action Choices and Rules

Action	Damage	Attack Bonus	Notes
Punch	1d6*10		Gain 2 cosmo, hit or miss. Before rolling, you can choose to Jab for +2 to strike but only 1d4*10 damage.
Power Punch	3d6*10		Spend 2 cosmo, but then gain it back (You can't do it if you have no cosmo, but it nets out at 0)
Kick	1d8*10	-2	Gain 2 cosmo, hit or miss.
Power Kick	4d6*10	-2	Spend 2 cosmo, but then gain it back
Uppercut	1d4*10 to HP	+2	+2 to strike but if you don't roll above armor rating, you miss completely.
Throw	1d8*10		Beats parries and charge ups, roll vs. punch or kick for half damage, dodge avoids completely.
Parry + Punch	1d6*10		Roll vs. attack for no damage, otherwise half damage, then punch undefended.
Parry + Kick	1d8*10		Roll vs. attack for no damage, otherwise half damage, then kick undefended.
Dodge			Roll vs. attack for no damage, otherwise half damage to armor, including throws and specials.
Cosmo Charge			Charge full spirit, half (round down) if attacked.
Seventh Sense			
Big Bang			

TURN ORDER

- Combat has 2 stages: Action selection phase and rolling phase.
- Action selection determines who is going to roll. It could be none, one or both players.
- Power Punches and Kicks require Cosmo and don't generate any, but they do a lot of damage.
- Parry avoids full damage or takes half damage and a clean hit. Parry gives you a clean hit counter attack if you parry successfully, except not vs. Specials.
- Dodge avoids full damage or half damage and all damage is directed to armor except for critical hits. Dodge avoids clean hits unless he rolls critical or you roll 1.
- Throw beats Parry and Cosmo Charge (but not Dodge). Punches and Kicks beat Throw, but a Thrower can avoid half the damage with die roll.
- Cosmo Charge adds cosmo equal to your Spirit. If you get punched or kicked, you still get half cosmo, rounding down. If you get thrown, you get no cosmo.
- Special Attacks overwhelm Punches, Kicks and Throws. They cost cosmo whether they succeed or not.
- To hurt the other guy, you can Punch, Kick, with Power or not, or do 1 of your 4 special actions.
- Use Throws to disrupt a defensive player.
- To build Cosmo, do a regular Punch or Kick (not Power), or do a Cosmo Charge.
- Seventh Sense and Big Bang are for the advanced rules.

DICE ROLLING:

- All attacks require a 20-sided die roll after the action phase, even if undefended. Factor in any Strike bonuses, especially when doing a Combo or Cosmo Power.
- The modified roll must surpass the Armor Rating (15 for Bronze Saints) to damage hit points directly.
- A natural or modified roll of 1 (or below) automatically misses everything, does no damage and has no effect, no matter what the action outcome was.
- The defender charging his cosmo gets full charge. An attacker gets a clean hit. A parry automatically succeeds and can make a clean hit counter attack.
- A natural attack roll of 20 automatically does double damage, direct to hit points and scores a clean hit. Parry/Dodge still takes half but to hit points.
- On parry or dodge, roll equal or higher than the attack to avoid taking all damage. Otherwise, take half damage. Dodging sends all damage to armor, except criticals.
- On ties of attack and defense, defender wins unless it's a critical.
- If you roll a natural 20 with a Special or third combo attack, the other guy spits blood. This currently has no effect but let him know anyways.

SPECIALS AND SAVING THROWS

- Some abilities require saving throws, e.g. Body 15. You must roll a 15 or better, and apply any saving throw bonus from your Body stat (if 6 or higher).
- You can ignore references to Range, ability Tags (Meteor, Piercing, Cold, etc.) and "reset Heart" for now.

ARMOR NOTES

- Shattered armor: When you bring a character's armor to 0, it shatters but the excess damage does not go to hit points.
- Blow off armor: Once per game, just announce it not in secret. Recover hit points equal to the armor damage you have remaining, then move armor to 0.

Action Table and Results

	Punch/Kick	Uppercut	Throw	Parry	Dodge	Cosmo Charge	Special
Punch/Kick	B	B	A	P	D	A	S
Uppercut	B	B	A	P	D	A	S
Throw	A	A	0	T	D	T	S
Parry	P	P	T	0	0	0	P
Dodge	D	D	D	0	0	0	D
Cosmo Charge	A	A	T	0	0	0	S
Special	S	S	S	P	D	S	SS

Saving Throw Bonuses:

Body/Mind/Spirit/Heart				
6	7	8	9	10
+1	+1	+2	+2	+3

0	Stand off. Throw/Parry/Dodge gains 1 cosmo and 1 heart. Cosmo Charge gains full spirit.
A	Punch/Power Punch/Kick/Power Kick prevails. Cosmo charge gets only half spirit. Throw rolls vs. attack to take half damage, otherwise full damage.
B	Both attacks are resolved, both make attack rolls but no defend rolls.
D	Dodge: Roll vs. attack for no damage, otherwise take half damage to armor.
P	Parry: Roll vs. attack for no damage, otherwise take half damage. If damage was completely avoided, make an unblocked punch/kick.
S	Special attack prevails, overpowers kick/punch/throw, Cosmo charge gets only half.
SS	Special attacks hit each other. Roll for attack and damage, diff. in dmg. plus any effects from stronger attack apply to weaker attacker.
T	Throw prevails. Defender takes full damage.

Punch	Kick	Uppercut	Spec 1	Punch	Kick	Power Kick	Uppercut
Power Punch	Power Kick	Throw	Spec 2	Power Punch	Spec 1	Spec 2	Throw
Parry + Punch	Parry + Kick	Dodge	Spec 3	Parry + Punch	Spec 3	Spec 4	Cosmo Charge
Run	Power Run	Cosmo Charge	Spec 4	Parry + Kick	Run	Power Run	Dodge



"Time for you to taste the Pegasus Meteor Fist!"



PEGASUS
Bronze Saint

Training: Sanctuary Ruins



Cosmo Color: Blue

Body: 6 Mind: 5 Spirit: 6 Heart: 8 Hit Points: 800 Armor: 1000, Rating 15 Max Cosmo: 20

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Metor Fist	7	Launch countless fists with meteoric force!	1d6*100 + Body*10	+1	5 Ft.	Punch, Meteor	
2	Comet Fist	12	A gigantic comet of a fist!	2d6*100 + Body*10	+4	5 Ft.	Punch	Hit Bonus doesn't make it easier to surpass armor rating - you have to make a natural roll above armor rating.
3	Rolling Crush	12	Arms under your opponent, carry him up to the sky, then bring him crashing down!	2d6*100 + Heart*10	+1	0 Ft.	Throw	Use as throw; only works against Parry or Charge.
4	Inner Strength	5	Glowing blue aura.	-	-	-	-	Reset Heart and heal Heart*20. Healing is halved if attacked.

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100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5

CLOTH

HIT POINTS



"No one gets up after the Rising Dragon!"



**DRAGON
Bronze Saint**

Training: Rozan Mountains



Cosmo Color: Green

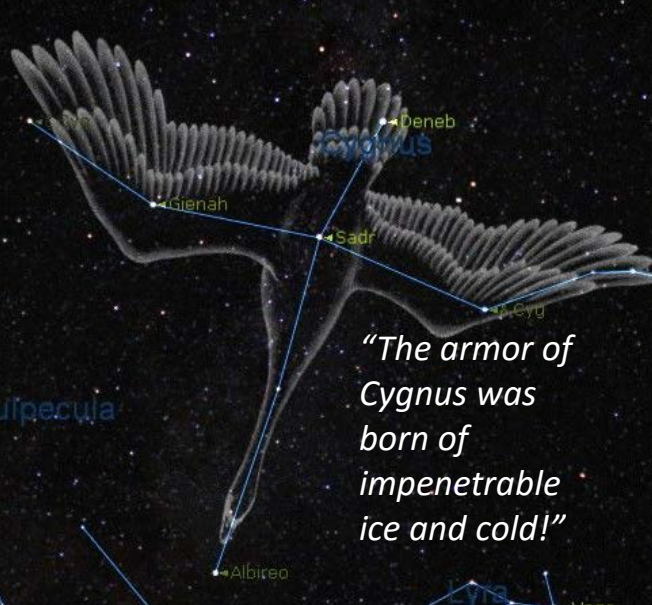
Body: 7 Mind: 6 Spirit: 7 Heart: 5 Hit Points: 750 Armor: 1000, Rating 15 Max Cosmo: 24

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Dragon Flight	5	A leap high into the air, brought down with crushing kick!	1d4*100	+1	5 Ft.	Kick	
2	Rising Dragon	10	An uppercut in the image of a rising dragon that snaps its jaws upon the enemy! Nearby water takes a dragon form!	1d10*100 +Body*10	+2	0 Ft.	Punch, Water	
3	Shield Parry	Passive	An indestructible shield on the forearm.	-	-	-	Parry	+2 to Parry and gain 1 Cosmo against Punch or Kick, +4 to Block vs. Meteor.
4	Parry + Power Punch	2	Using the indestructible shield to lure an opponent into a counter.	3d6*10 to attacker	0	-	Parry	All parry rules apply. Does not work against Special attacks.

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CLOTH

HIT POINTS



"The armor of Cygnus was born of impenetrable ice and cold!"

CYGNUS Bronze Saint



Training:
Sibera



Cosmo Color: White

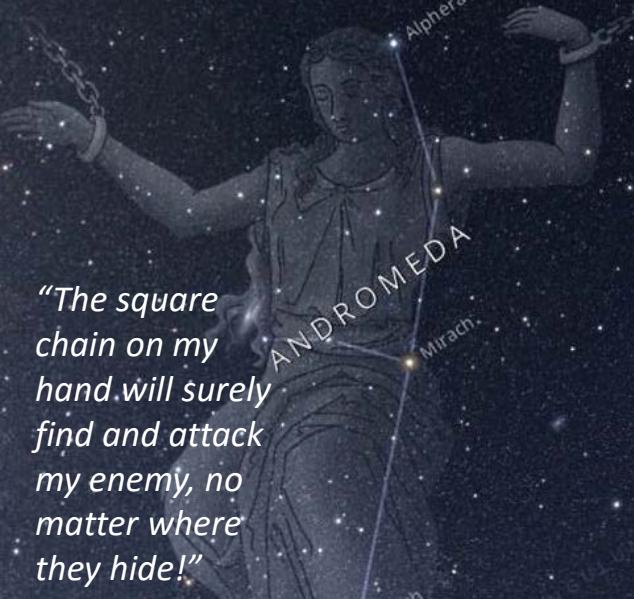
Body: 6 Mind: 6 Spirit: 7 Heart: 6 Hit Points: 800 Armor: 1000, Rating 15 Max Cosmo: 24

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Diamond Dust	7	A blast of diamond-hard ice shards that cut and freeze!	1d6*100 +Spirit*10	+1	20 Ft.	Cold	On hit: cold encasement 20%, save body 12 -1 per turn or paralysis + 2d6
2	Aurora Thunder	12 + 2 per blast	A hurling, blasting ice storm followed by blasts of pure cold!	2d6*100 +Spirit*10 per blast	+2	20 Ft.	Cold, Area	At least one blast required, roll to hit with each blast. After blasts; cold encasement 30% + 5% per blast, if successful, paralysis + 4d6 dmg per turn, break by rolling 14 -1 per turn.
3	Cold Snap	4	A sudden drop in temperature plus snowy precipitation.					Next Power Punch or Kick has additional +1 to strike and does +100 damage.
4	Inner Strength	5	Glowing white aura.					Reset Heart and heal Heart*20. Healing is halved if attacked.

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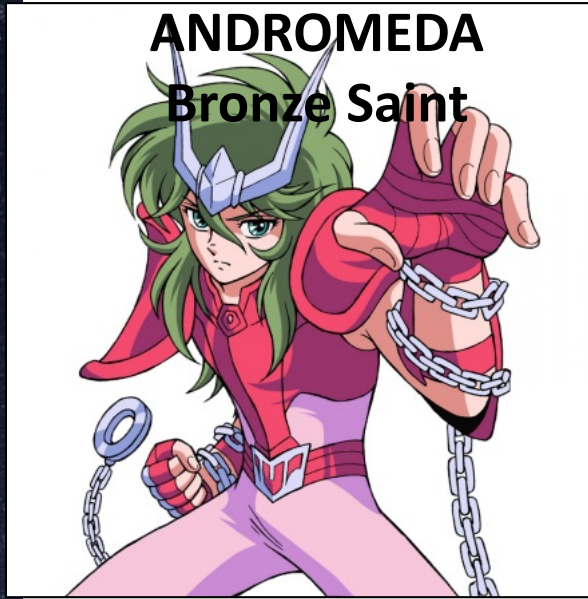
CLOTH

HIT POINTS



"The square chain on my hand will surely find and attack my enemy, no matter where they hide!"

ANDROMEDA Bronze Saint



Training:
Andromeda
Island



Cosmo Color: Pink

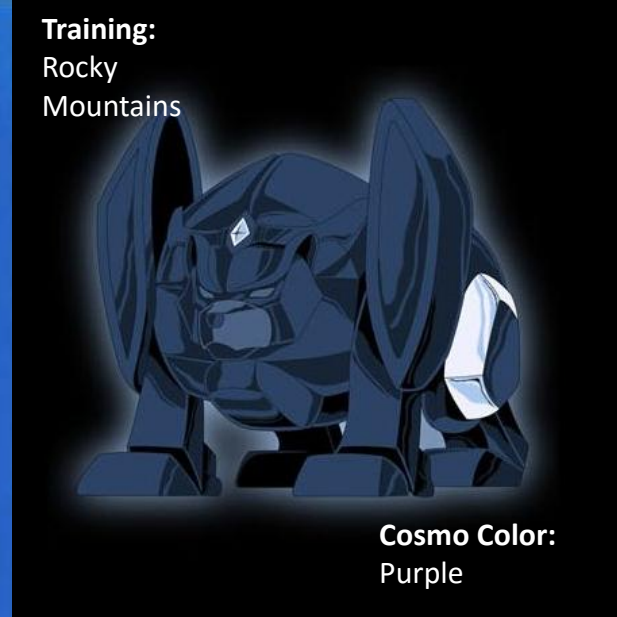
Body: 5 Mind: 7 Spirit: 8 Heart: 5 Hit Points: 500 Armor: 1000, Rating 15 Max Cosmo: 27

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Nebula Chain	5 per chain up to 4	An endless chain, flying at high speed, tipped with a spike!	1d4*100 per chain	+1	10 Ft.	Piercing	Must spend 5, then choose number of chains before rolling to hit. +2 to penetrate Armor rating
2	Thunder Wave	16	A chain that bends around corners and penetrates your enemy's armor!	1d6*100 to hit points	+2	10 Ft.	Piercing	
3	Rolling defense	5	A chain that forms a shield around your armor, then can be directed to attack!	1d4*100 to attacker	+4 def		Defense	Follows normal parry+attack rules but can parry special attacks.
4	Nebula Storm	20	A storm of energy in the shape and color of the Andromeda nebula!	3d6*100	+2	20 Ft.	Area	

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300	295	290	285	280	275	270	265	260	255	250	245	240	235	230	225	220	215	210	205	300	295	290	285	280	275	270	265	260	255	250	245	240	235	230	225	220	215	210	205
200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105	200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105
100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5

CLOTH

HIT POINTS



Body: 10 Mind: 5 Spirit: 5 Heart: 5 Hit Points: 1000 Armor: 1000, Rating 15 Max Cosmo: 21

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Hanging Bear	5 + 4 per turn	A crushing hold that squeezes the life from opponents!	1d10*10 +Body*10 per turn to hit points	+1	0 Ft.	Sustained	Dodging initial attack avoids completely. If attack hits, paralysis + damage each turn until victim breaks with save of Body 16, -1 per turn.
2	Rolling Block	12	If you've ever played the game <i>Altered Beast</i> there was a level you could turn into a bear and do a spinning, somersaulting attack.	3d4*100 +Body*10	+2	5 Ft.	Body Block	
3	Fear	4	Glowing purple aura.					Next 2 attacks get +2 to strike and do +50 damage.
4	Cosmo Burn		Glowing purple aura.					Once per fight after 100 damage to hit points, gain Spirit*2 Cosmo, only Power attacks halve.

1000	995	990	985	980	975	970	965	960	955	950	945	940	935	930	925	920	915	910	905	1000	995	990	985	980	975	970	965	960	955	950	945	940	935	930	925	920	915	910	905
900	895	890	885	880	875	870	865	860	855	850	845	840	835	830	825	820	815	810	805	900	895	890	885	880	875	870	865	860	855	850	845	840	835	830	825	820	815	810	805
800	795	790	785	780	775	770	765	760	755	750	745	740	735	730	725	720	715	710	705	800	795	790	785	780	775	770	765	760	755	750	745	740	735	730	725	720	715	710	705
700	695	690	685	680	675	670	665	660	655	650	645	640	635	630	625	620	615	610	605	700	695	690	685	680	675	670	665	660	655	650	645	640	635	630	625	620	615	610	605
600	595	590	585	580	575	570	565	560	555	550	545	540	535	530	525	520	515	510	505	600	595	590	585	580	575	570	565	560	555	550	545	540	535	530	525	520	515	510	505
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100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5

CLOTH

HIT POINTS



"The phoenix rises from the ashes again and again!"

PHOENIX Bronze Saint



Training:
Death
Queen
Island

Cosmo Color: Red

Body: 7 Mind: 5 Spirit: 7 Heart: 6 Hit Points: 750 Armor: 1000, Rating 15 Max Cosmo: 25

Special	Power	Cosmo	Image	Damage	Hit Bonus	Range	Atk Tags	Special
1	Flaming Wind Fist	14	A firestrom that affects everyone in the area, followed by a punch in the form of a firebird.	1d6*100 area +1d6*100 + Spirit*10	+1	10 Ft.	Fire, Area	Area attack damages armor only but Parry takes full/half damage instead of half/no damage. Make a second roll for the punch.
2	Illusion Hammer	10	A punch just aside the opponent's skull that drives a beam of light through it. Opponent is paralyzed in an illusion of his worst fears.	Psychic	No atk roll	2 Ft.	Psychic, Sustained	Dodge avoids completely, parry does nothing. Mind 16 save each turn, -1 per turn, or paralysis. Flaming Wind breaks.
3	Heat Wave	5	Glowing red aura and intense heat.					Next 2 power punches, power kicks, and the Flaming Wind punch get +1 strike and do +50 damage.
4	Cosmo Burn		Glowing red aura.					Once per fight after 100 damage to hit points, gain Spirit*2 Cosmo, only Power attacks halve.

1000	995	990	985	980	975	970	965	960	955	950	945	940	935	930	925	920	915	910	905	1000	995	990	985	980	975	970	965	960	955	950	945	940	935	930	925	920	915	910	905
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200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105	200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105
100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5

CLOTH

HIT POINTS