

Stacktors!

Role Playing Game

Abilities Reference

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Ability	Type	Body part	Pyramid color	Page
Agile	Movement	Feet	Clear	5
Calming	Mental or social	Brain	Yellow	5
Compel	Mental or social	Brain	Purple	5
Cunning	Mental	Brain	Blue	5
Dexterous	Physical	Guts	Orange	5
Dynamic	Movement	Feet	Green	5
Fleet	Movement	Feet	Red	5
Fly	Movement	Feet	Cyan	6
Freeze	Physical or social	Guts	Blue	6
Hamper	Physical or social	Guts	Green	6
Identify	Special	Brain	Clear	6
Intimidate	Social	Brain	Red	6
Maneuver	Physical	Guts	Purple	6
Medic	Special	Guts	Yellow	7
Morph - other	Social	Brain	Cyan	7
Morph - self	Special	Guts	Cyan	7
Nimble	Movement	Feet	Orange	7
Perfection	Physical	Guts	Clear	7
Persistent	Mental	Brain	Orange	7
Persuasive	Mental or social	Brain	Green	7
Ranged	Physical	Guts	Red	7
Steady	Movement	Feet	Yellow	8
Swim	Movement	Feet	Blue	8
Teleport	Movement	Feet	Purple	8

Table 1 – Abilities sorted by ability

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Type	Ability	Body part	Pyramid color	Page
Mental	Calming	Brain	Yellow	5
	Compel	Brain	Purple	5
	Cunning	Brain	Blue	5
	Persistent	Brain	Orange	7
	Persuasive	Brain	Green	7
Movement	Agile	Feet	Clear	5
	Dynamic	Feet	Green	5
	Fleet	Feet	Red	5
	Fly	Feet	Cyan	6
	Move	Feet	Green	7
	Nimble	Feet	Orange	7
	Steady	Feet	Yellow	8
	Swim	Feet	Blue	8
	Teleport	Feet	Purple	8
Physical	Dexterous	Guts	Orange	5
	Freeze	Guts	Blue	6
	Hamper	Guts	Green	6
	Maneuver	Guts	Purple	6
	Perfection	Guts	Clear	7
	Ranged	Guts	Red	7
Social	Calming	Brain	Yellow	5
	Compel	Brain	Purple	5
	Freeze	Guts	Blue	6
	Hamper	Guts	Green	6
	Intimidate	Brain	Red	6
	Morph - other	Brain	Cyan	7
	Persuasive	Brain	Green	7
Special	Identify	Brain	Clear	6
	Medic	Guts	Yellow	7
	Morph - self	Guts	Cyan	7

Table 2 – Abilities sorted by type

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Body part	Ability	Type	Pyramid color	Page
Brain	Calming	Mental or social	Yellow	5
	Compel	Mental or social	Purple	5
	Cunning	Mental	Blue	5
	Identify	Special	Clear	6
	Intimidate	Social	Red	6
	Morph - other	Social	Cyan	7
	Persistent	Mental	Orange	7
	Persuasive	Mental or social	Green	7
Guts	Dexterous	Physical	Orange	5
	Freeze	Physical or social	Blue	6
	Hamper	Physical or social	Green	6
	Maneuver	Physical	Purple	6
	Medic	Special	Yellow	7
	Morph - self	Special	Cyan	7
	Perfection	Physical	Clear	7
	Ranged	Physical	Red	7
Feet	Agile	Movement	Clear	5
	Dynamic	Movement	Green	5
	Fleet	Movement	Red	5
	Fly	Movement	Cyan	6
	Nimble	Movement	Orange	7
	Steady	Movement	Yellow	8
	Swim	Movement	Blue	8
	Teleport	Movement	Purple	8

Table 3 – Abilities by body part

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Pyramid color	Ability	Type	Body part	Page
Blue	Cunning	Mental	Brain	5
	Freeze	Physical or social	Guts	6
	Swim	Movement	Feet	8
Clear	Agile	Movement	Feet	5
	Identify	Special	Brain	6
	Perfection	Physical	Guts	7
Cyan	Fly	Movement	Feet	6
	Morph - other	Social	Brain	7
	Morph - self	Special	Guts	7
Green	Dynamic	Movement	Feet	5
	Hamper	Physical or social	Guts	6
	Persuasive	Mental or social	Brain	7
Orange	Dexterous	Physical	Guts	5
	Nimble	Movement	Feet	7
	Persistent	Mental	Brain	7
Purple	Compel	Mental or social	Brain	5
	Maneuver	Physical	Guts	6
	Teleport	Movement	Feet	8
Red	Fleet	Movement	Feet	5
	Intimidate	Social	Brain	6
	Ranged	Physical	Guts	7
Yellow	Calming	Mental or social	Brain	5
	Medic	Special	Guts	7
	Steady	Movement	Feet	8

Table 4 – Abilities by pyramid color

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Agile

Type: Movement

Body part: Feet

Pyramid color: Clear

Description: May move partially, act, and then finish movement. **Note:** *Do not* count clear pieces when calculating total movement points.

Calming

Type: Mental or social

Body part: Brain

Pyramid color: Yellow

Description: Force the defender to stop fighting for a number of rounds equal to the pip value of the active yellow piece. Any attack on the defender during this time period will break the effect and allow it to resume combat on its next turn.

Compel

Type: Mental or social

Body part: Brain

Pyramid color: Purple

Description: Force a defender within a number of inches equal to 3 + the pip value of the active purple pieces to use its next turn to attack the character of your choice, moving into range if necessary (and possible).

Cunning

Type: Mental

Body part: Brain

Pyramid color: Blue

Description: Force a defender within a number of inches equal to the pip value of the active blue pieces to commit its pieces first, the next time it is defending against any attack.

Dexterous

Type: Physical

Body part: Guts

Pyramid color: Orange

Description:

Attack - Repeat your current physical attack twice, using the same committed pieces; the defender must commit different pieces to defend each attack.

Defend - Defend and counterattack as a free action immediately; the defender and attacker both must commit different pieces for the counterattack.

Dynamic

Type: Movement

Body part: Feet

Pyramid color: Green

Description: Move at normal speed when beginning movement in cluttered areas (e.g. woods, factory), instead of half speed.

Fleet

Type: Movement

Body part: Feet

Pyramid color: Red

Description: Move at double speed (i.e. double movement points), adjusted for the terrain in which beginning movement.

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Fly

Type: Movement

Body part: Feet

Pyramid color: Cyan

Description: Move at normal speed through the air, instead of at zero speed.

Freeze

Type: Physical or social

Body part: Guts

Pyramid color: Blue

Description:

Attack - Rather than do damage, force the defender to stay in its location for a number of rounds equal to the pip value of the active blue pieces.

Damage - End the attacker's turn immediately, even if it still has available actions or movement.

Hamper

Type: Physical or social

Body part: Guts

Pyramid color: Green

Description:

Attack - Rather than do normal damage, increase or reduce the pip value of one of the defender's Feet by one (attacker's choice), if that is possible with the available unused pieces.

Defend - The attacker immediately reduces the pip value of one of its Feet by one, if that is possible with the available unused pieces.

Identify

Type: Special

Body part: Brain

Pyramid color: Clear

Description: Claim the piece(s) under a solid piece, once per pip.

Intimidate

Type: Social

Body part: Brain

Pyramid color: Red

Description: Force the defender to *flee* - move away from the attacker and its allies at its full movement rate - for a number of rounds equal to the pip value of the active red piece

Maneuver

Type: Physical

Body part: Guts

Pyramid color: Purple

Description:

Attack - Instantly relocate the defender away from its current position a number of inches equal to the pip value of the active purple pieces, without it engaging or being obstructed by terrain, characters, objects or challenges.

Defend - Instantly move up to a number of inches equal to t 3 + the pip value of the active purple pieces without engaging or being obstructed by terrain, characters, objects or challenges.

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Medic

Type: Special

Body part: Guts

Pyramid color: Yellow

Description: Perform healing a number of times equal to the pip value of the active yellow pieces.

Morph – other

Type: Social

Body part: Brain

Pyramid color: Cyan

Description: "Heal" the defender 1 pip value, up to a number of inches away equal to the pip value of the active cyan pieces.

Morph – self

Type: Special

Body part: Guts

Pyramid color: Cyan

Description: Change the color of one of your pieces whose pip value is equal to or lower than the pip value of the active cyan pieces, if that is possible with the available unused pieces. This ability also commits the affected pieces for this round.

Nimble

Type: Movement

Body part: Feet

Pyramid color: Orange

Description: Change direction while moving without it costing a movement point.

Perfection

Type: Physical

Body part: Guts

Pyramid color: Clear

Description:

Attack - Automatically succeed with one attack, before or after resolution (if after, *all* committed pieces remain committed), once per pip.

Defend - Ignore one attack, before or after resolution (if after, *all* committed pieces remain committed), once per pip.

Persistent

Type: Mental

Body part: Brain

Pyramid color: Orange

Description: Immediately re-attempt a just-failed social attack, using the same committed pieces; the defender must commit different pieces to defend against this attack.

Persuasive

Type: Mental or social

Body part: Brain

Pyramid color: Green

Description: Somehow convince a potential ally to join the PCs.

Ranged

Type: Physical

Body part: Guts

Pyramid color: Red

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Description:

Attack - Attack a defender that is a number of inches away equal to 3 + the pip value of the active red piece.

Defend - Reflect the attacker's result back onto it.

Steady

Type: Movement

Body part: Feet

Pyramid color: Yellow

Description: Move at normal speed when beginning movement in slowing terrain (e.g. ice, sand) instead of at half speed.

Swim

Type: Movement

Body part: Feet

Pyramid color: Blue

Description: Move at normal speed through water, instead of at quarter speed.

Teleport

Type: Movement

Body part: Feet

Pyramid color: Purple

Description: Instantly move up to full movement points without engaging or being obstructed by terrain, characters, objects or challenges.