

AKIRA

3 REC



ALTER-EGO

MUTANT. PSIONIC.

★ Response: After you make a basic recovery, remove 1 pain counter from Akira.

Action: Exhaust Akira → search your deck and discard pile for The Numbers and add it to your hand. (Shuffle.)

HAND SIZE 6 / HIT POINTS 9

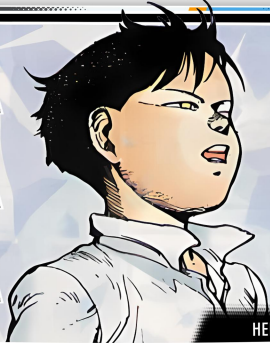
XB

AKIRA

0 THW

0 ATK

0 DEF



HERO

PSIONIC.

Response: After you change to this form, place 1 pain counter on your identity.

★ You get +1 THW, +1 ATK, +1 DEF and +1 hand size for each pain counter on your identity (to a maximum of +4 each).

HAND SIZE 3* / HIT POINTS 9

XB

UPGRADE

LOSING CONTROL



Permanent. Setup.

Forced Interrupt: When the player phase ends, discard 1 card from the encounter deck for each pain counter in play. If a card with a star icon (★) in the boost area is discarded this way, discard 1 card from your hand and repeat this effect. **If you can't, the players lose the game.**

AKIRA (1/16)

XB

3

AKAY

ALLY

2 THW

1 ATK



PSIONIC.

2

Channeling — Interrupt: When you play an identity specific card, reduce the cost of the card you played by 1. (Limit once per phase.)

AKIRA (2/16)

XB

2

RETURN SHIELD

EVENT



ATTACK. DEFENSE. PSIONIC.

Hero Interrupt (attack/defense): When damage is dealt to a friendly character, prevent X of that damage and deal X damage to the attacker, where X is your DEF. You may remove 1 pain counter from your identity to give that friendly character a tough status card.

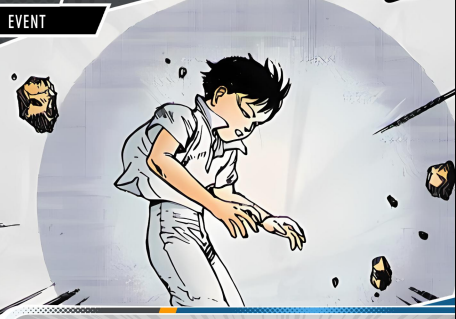
AKIRA (3/16)

XB

2

RETURN SHIELD

EVENT



ATTACK. DEFENSE. PSIONIC.

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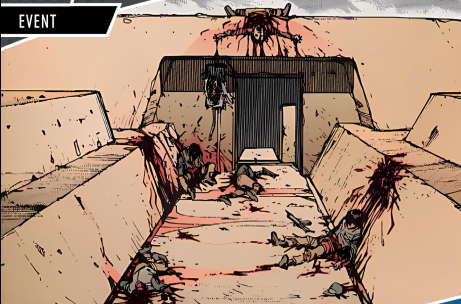
AKIRA (4/16)

XB

2

PAVE THE WAY

EVENT



ATTACK. PSIONIC.

Hero Action (attack): Place 1 pain counter on your identity. Deal X damage to X enemies where X is your ATK. This attack gains overkill and ranged.

AKIRA (5/16)

XB

2

PAVE THE WAY

EVENT



ATTACK. PSIONIC.

Hero Action (attack): Place 1 pain counter on your identity. Deal X damage to X enemies where X is your ATK. This attack gains overkill and ranged.

AKIRA (6/16)

XB

1

ATTACK TEAM

EVENT



ATTACK. PSIONIC.

Action (attack): Exhaust The Numbers → deal a total of 3 damage among enemies in play. You may remove 1 pain counter from your identity to deal a total of 6 damage among characters in play, instead.

AKIRA (7/16)

XB

1

CALM PLAY

EVENT



PSIONIC. THWART.

Action (thwart): Remove each pain counter from your identity and up to a total of 3 threat from among schemes in play. If any pain counter was removed this way, you may remove up to a total of 6 threat from among schemes in play, instead.

AKIRA (8/16)



0

PAIN

EVENT



PSIONIC.

Reaction: After you take 1 or more damage, place 2 pain tokens on your identity. You may remove 1 pain counter from your identity to search your deck and discard pile for an identity-specific card and add it to your hand. (Shuffle.)

AKIRA (9/16)



0

PAIN

EVENT



PSIONIC.

Reaction: After you take 1 or more damage, place 2 pain tokens on your identity. You may remove 1 pain counter from your identity to search your deck and discard pile for an identity-specific card and add it to your hand. (Shuffle.)

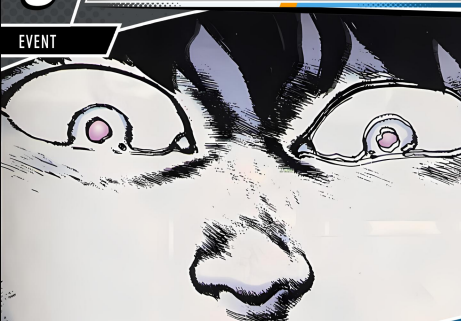
AKIRA (10/16)



0

PAIN

EVENT



PSIONIC.

Reaction: After you take 1 or more damage, place 2 pain tokens on your identity. You may remove 1 pain counter from your identity to search your deck and discard pile for an identity-specific card and add it to your hand. (Shuffle.)

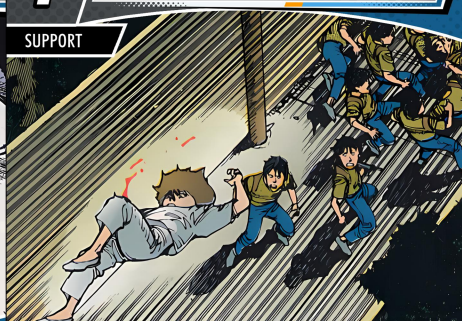
AKIRA (11/16)



1

GUERRILLA

SUPPORT



PERSONA. PSIONIC. TACTIC.

Action: Exhaust Guerilla → remove 1 threat from a scheme.

Action: Discard Guerilla → confuse an enemy.

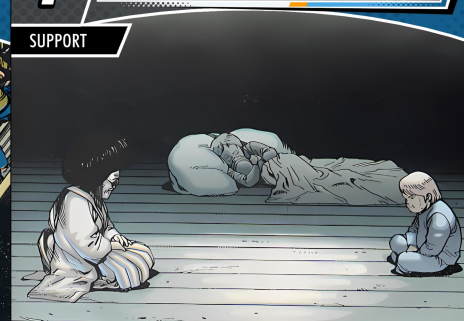
AKIRA (12/16)



1

THE NUMBERS

SUPPORT



PERSONA. PSIONIC.

Each pain counter on this card can be spent as if it were **1 1** resources.

Action: Exhaust The Numbers → move 1 pain counter from your identity to here.

AKIRA (13/16)



1

PILLS

SUPPORT



ITEM.

Uses (3 pill counters).

Action: Exhaust Pills and remove 1 pill counter from here → place 1 pain counter on your identity.

AKIRA (14/16)



1

UPGRADE



PSIONIC.

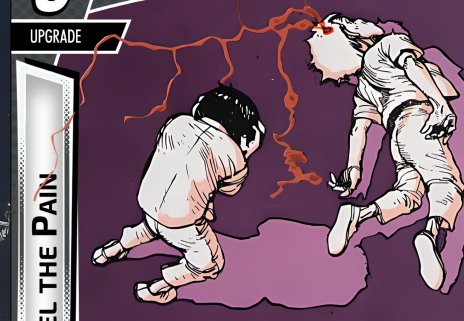
Action: If there is no pain counter on your identity, exhaust Power Tune → draw 1 card. Heal 1 damage from your identity.

AKIRA (15/16)



0

UPGRADE



FEEL THE PAIN

CONDITION.

Forced Interrupt: When an ally you control is defeated by an enemy attack, place an amount of pain counters on your identity equals to its printed cost. Change to hero form. Discard this card.

AKIRA (16/16)



POWER MITIGATION

SIDE SCHEME

Tetsuo cannot take damage.
When Revealed: Place 1 pain counter here.
Forced Response: After Tetsuo activates, place 1 pain counter here.



28

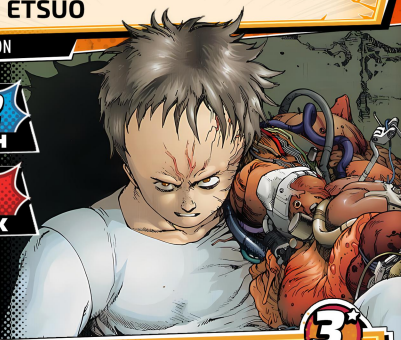
AKIRA NEMESIS (1/5)

† TETSUO

MINION

2
SCH

1
ATK



3

MUTANT. PSIONIC.

★ Tetsuo get +1 hit point for each pain counter in play.

When Defeated: Discard each pain counter on each identity.

(Akira's nemesis minion.)

AKIRA NEMESIS (2/5)



GANG SUPPORT

MINION

1
SCH

1
ATK



2

Surge. Tetsuo cannot take damage.

When Defeated: Shuffle this card into the encounter deck.

AKIRA NEMESIS (3/5)

TELEKINETIC ATTACK

TREACHERY



When Revealed: Choose to either take 4 damage, exhaust and discard an ally you control, or exhaust your identity. Take 1 damage for each pain counter on your identity.

"DIIIEEE!" — Tetsuo

AKIRA NEMESIS (5/5)



LORD AKIRA

OBLIGATION



Give to the Akira player.

You may flip to alter-ego form. Choose:

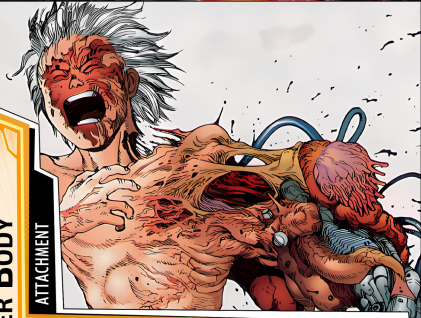
- Exhaust your alter-ego → remove Lord Akira from the game.
- Remove each pain counter on your identity. If no pain counter was removed this way, this card gains surge. Discard this obligation.

AKIRA



MONSTER BODY

ATTACHMENT



CONDITION.

Attach to Tetsuo. If you cannot, search for Tetsuo in the encounter deck and its discard pile and put him into play, engaged with you.

★ Tetsuo gets +1 ATK and -1 SCH for each monster counter here.

Forced interrupt: When Tetsuo activates, place 1 monster counter here.

AKIRA NEMESIS (4/5)



SCH

ATK