



ONE LAST FIGHT™

INSTRUCTION BOOKLET



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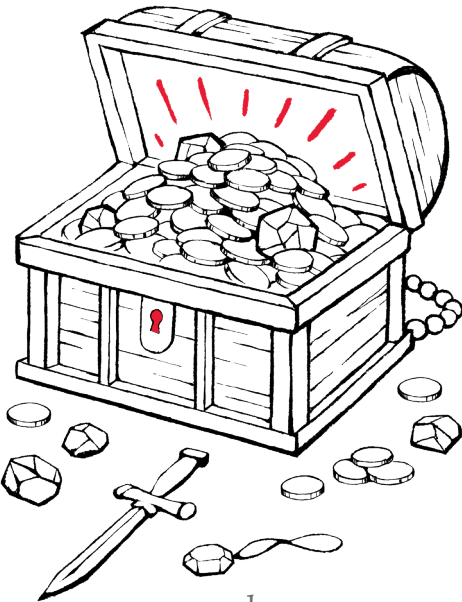
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CREDITS

Concept Creator	Ethan Hudgens	Art Director	Brian Scott Walters
Project Manager	Jordan Richer	Illustrator	Samantha Rustle
Writing & Game Design	Ethan Hudgens Chris Pinch Jordan Richer	Graphic Design	Ricardo Evangelho Madison Pflance
Editors	Andrea Bruce Lynne Meyer Chris Pinch	Producer	Ricardo Evangelho

Resources and Errata: onelastfight.com/resources



COMPONENT LIST



6 Character Cards



8 Starting Equipment Cards



12 Loot Cards



4 Turn Reference Cards



6 Nemesis Cards



3 Nemesis Challenge Cards (Approach (I), Lair (II) and End (III))



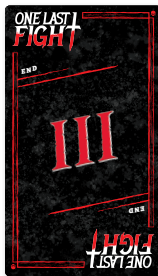
12 Moment Cards



16 Approach (I) Challenge Cards



15 Lair (II) Challenge Cards



10 End (III) Challenge Cards



1 Slay Them! Card



1 Active Player Token



Metal Insight Tracker
Heavy Metal Edition Only



5

♥ Heart dice



5

⚡ Power dice



5

♠ Soul dice



5

✋ Special Ability dice



8

Challenge dice



1

👁️ Insight Tracker
Standard Edition Only

INTRODUCTION

"This is it," murmured Bellas, "our last supper."

The party sits in silence at these words, as the campfire flames hiss and crackle before them.

They had all come so far, bound only by their hatred of the dark forces that were consuming their lands. Now, they sit outside the corrupted territory of the enemy, preparing to defeat their nemesis once and for all.

"Truly inspiring words, Bellas," scoffs Malva, her broadsword across her lap, a whetstone sliding along the blade. "It's a wonder we made it this far with an attitude like that."

The party looks to Malva, who stands and stabs her sword deep into the dark earth.

"We have a long road ahead of us. We have taken it upon ourselves to rid these lands of darkness. Some call it a fool's errand. A hopeless task. I call it one more job. One final duty..."

Malva extends her arm, holding her hand out just above the reach of the campfire's flames.

"One last fight. Who's with me?"



GAME OVERVIEW

One Last Fight is a card-driven, GM-less roleplaying game where 1 to 4 players take on the roles of doomed adventurers on their final quest—to defeat their ultimate Nemesis or die trying. Players create their adventurers' backstories together, establish the story of their Nemesis, and work together to overcome a gauntlet of Challenges (both physical and personal) until they find themselves in their Nemesis' Lair. There the adventurers meet their fate and battle the Nemesis head-to-head—will they survive *One Last Fight*?

THE CHARACTERS

The characters of *One Last Fight* are hardened warriors who have shouldered the burden of defeating an evil Nemesis that is threatening to destroy their world.

CHOOSE YOUR CHARACTERS

Every character has unique abilities and attributes that they can bring to the fight against the Nemesis. Players choose their character using one of the following methods:

Multiplayer game: All players are dealt one **Character Card**, or all players decide together which characters they will play from available **Character Card** options.

Singleplayer game: A player can either draw and play multiple **Character Cards**, or play a single Character.

CHARACTER CARD ANATOMY

- | | | |
|----------------------|--------------------------------|----------------------------------|
| 1. Character name | 4. Power resources | 7. Roleplay questions |
| 2. Attribute symbols | 5. Soul resources | 8. Attributes |
| 3. Heart resources | 6. Special Abilities resources | 9. Special Abilities description |



STARTING RESOURCES AND EQUIPMENT

NUMBER OF CHARACTERS	HEART	POWER	SOUL	STARTING EQUIPMENT
1	5	3	0	2
2 or 3	4	3	0	1
4+	3	3	0	1

Players should name their character, then take turns answering the Bonds questions on their **Character Card**. These questions help tie the characters into the narrative of *One Last Fight*, and create connections between the characters for the players to roleplay during the game.

Each player takes a **Heart die**, a **Power die**, and a **Soul die** to track resources on their **Character Card**. Reference the starting resources and equipment table for each resources starting value. Players can set aside their **Soul die** until they have earned some Soul.

If a chosen character has any Special Abilities with a limited number of uses (represented on a **Character Card** as “Use X”), set a **Special Ability die** to the number of uses the ability has.






Then, players should take turns drawing cards from the **Starting Equipment Deck**, answering any questions on their **Equipment Card**. See the starting resources and equipment table for how many cards to draw.

ATTRIBUTES

Attributes represent the various strengths the adventurers have honed during their journey. Attributes are used during Challenges to determine whether adventurers succeed or fail.



ATTRIBUTE SYMBOLS

-  **Crown.** Wealth and treasures found or stolen. You can't take them with you, so use what you can.
-  **Key.** Stealth and nimbleness. Finding your way into forbidden places is a useful talent.
-  **Magic.** Spells and arcane knowledge. Dangerous to wield, but what have you got to lose?
-  **Shield.** Defenses and armor. Sometimes you have to take the hit, so be prepared.
-  **Sword.** Strength and combat prowess. A weapon by your side will solve most problems.

RESOURCES

HEART

Every character has a certain amount of Heart to represent their stamina and resilience. Challenges and other effects from the **Challenge Deck** cause players to lose and gain Heart throughout their journey. Characters can never have more Heart than their starting amount. When a character loses their last Heart, they must Face Death.

FACING DEATH

Death comes for everyone, and when a character loses their last Heart, it is their time to pass on. When a character Faces Death, they get a moment to say a final farewell to their allies. They then perish. Any **Loot Cards** that character had may be distributed amongst the remaining living characters. All of the dead character's other cards are discarded, their remaining Soul and Power is lost, and their **Character Card** is flipped over.

POWER

Power represents additional advantages and knacks the characters can use to give them a better chance of succeeding on their final quest. A player can spend any amount of Power before undertaking a Challenge. If they do, they may roll an additional die per Power spent. You may never have more than five Power.

SOUL

When characters slay creatures and defeat enemies, they are sometimes rewarded with a piece of that enemy's essence, represented by Soul. A player can spend three Soul to gain one Power before undertaking a Challenge.

TRACKING HEART, POWER, AND SOUL

Character Cards have spaces for tracking the three resources (Heart, Power and Soul) using six-sided dice. As resources are earned or spent, players can adjust these dice to represent their current totals. If a player collects more than six of a resource, they should use an additional die to keep track.

SPECIAL ABILITIES

Each character has one or more **Special Abilities** that they can use on their journey. Unless otherwise specified, these abilities can be used at any time during play. Some abilities have a limited number of uses, which is indicated by "Use X".



THE NEMESIS

At the center of every game of *One Last Fight* is the Nemesis the characters are facing. They are represented at the table by a **Nemesis Card**. One side of the card has roleplay questions to help establish details about the Nemesis, and the other side shows how the Nemesis affects the game.

CHOOSE A NEMESIS

Once characters have been selected, players choose a Nemesis—an evil that their characters have sworn to defeat.

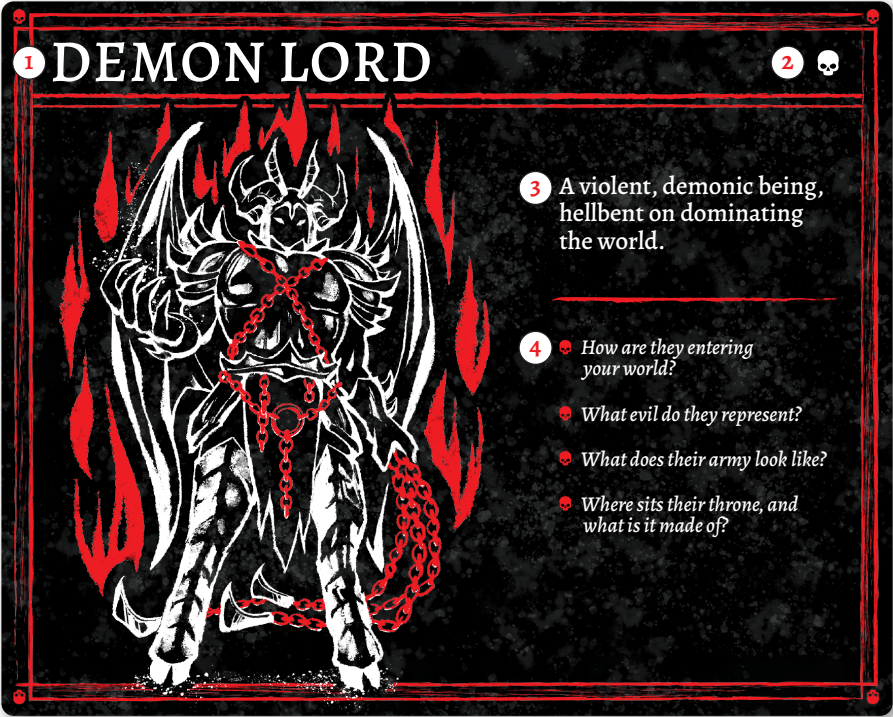
Players choose their Nemesis using one of the following methods:

- * Choose a random **Nemesis Card**
- * Draw three **Nemesis Cards** and choose one
- * Choose a Nemesis that interests all players.

Each **Nemesis Card** includes general information about the Nemesis’ motives, as well as a difficulty represented by the number of skulls on the card. If playing *One Last Fight* for the first time, we recommended choosing a Nemesis with an easy difficulty (one skull).

NEMESIS CARD ANATOMY

- | | | |
|---------------------|-----------------------|-----------------------|
| 1. Nemesis’ name | 3. Flavor text | 5. Nemesis Ability |
| 2. Difficulty level | 4. Roleplay questions | 6. Nemesis Challenges |



KNOW YOUR NEMESIS

Players should answer the questions on the **Nemesis Card** as a group. These questions help define the Nemesis and let the players personalize the Nemesis to their characters.

NEMESIS ABILITIES

Each Nemesis has an ability that affects the rules of the game. Players should make note of this ability before the game begins.

NEMESIS CHALLENGES

To remind the heroes of the ever-present danger, each **Nemesis Card** has three Nemesis Challenges, one for each of the three phases of the adventure (**Approach (I)**, **Lair (II)**, and **End (III)**.) These Challenges are flavored around the Nemesis' sinister plots, and are slightly more difficult than the standard Challenges of their respective phases. Nemesis Challenges are explained fully in the *Playing the Game* section of this booklet.

INSIGHT

The final conflict with their Nemesis will push the adventurers to their limit, and they will need every advantage they can get. As they learn about their Nemesis, these advantages come in the form of Insight, a resource lost and gained from resolving certain Challenge cards. Insight is tracked with the **Insight Tracker** placed beside the **Nemesis Card**. When a character is attempting the Challenge on the **Slay Them! Card**, they roll an additional number of dice equal to the amount of Insight.

DEMON LORD

5

ABILITY:

Bound: During "End (III)," any Challenge that includes a **Key** Attribute require an additional success of 4 or higher.

6	APPROACH (I): SOLO	LAIR (II): PARTY	END (III): PARTY
	<p>Their army of the damned marches to seize a holy site. <i>How do you defend the clergy and the sacred relic they guard?</i></p> <div><div>5</div></div>	<p>Upon their throne they sit, devouring souls and gaining strength. <i>How do you defeat their generals?</i></p> <div><div>55</div></div>	<p>They fully emerge into the world, engulfing you in a dimension of terror and pain. <i>What does their true form look like?</i></p> <div><div>454</div></div>
	<p>SUCCESS: You obtain a holy relic. Draw 1 Loot Card and take 1 Soul.</p> <p>DEFEAT: The holy site falls and the relic is lost. Lose 1 Heart.</p>	<p>SUCCESS: You interrupt the Demon Lord's feasting. Take 1 Power.</p> <p>DEFEAT: The Demon Lord is glutted with power. Lose 1 Heart and 1 Soul.</p>	<p>SUCCESS: You stand firm against the darkness. Take 2 Power.</p> <p>DEFEAT: Your soul sinks into the abyss. Lose all Soul.</p>

SETUP

ARRANGE THE PLAY AREA

Separate the **Moment**, **Loot**, **Approach (I)**, **Lair (II)** and **End (III) Challenge Cards** into individual decks and shuffle each of them, making sure to keep the **Nemesis Challenge Cards** and the **Slay Them! Card** separate.

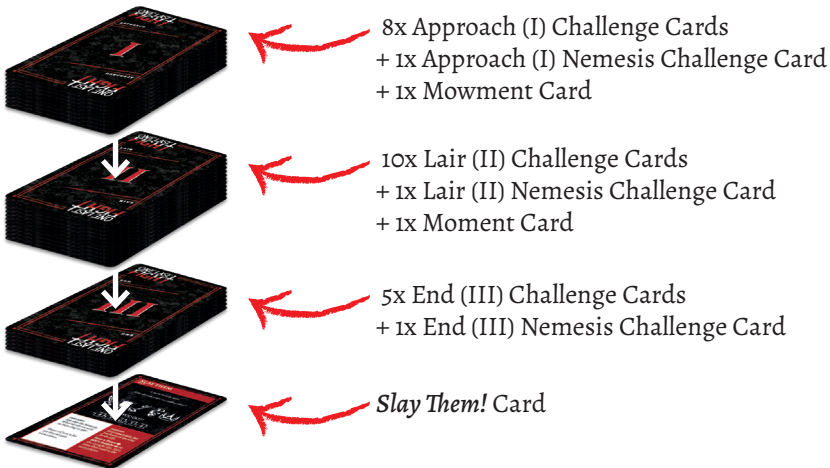
Place the 8 **Challenge dice** within reach of all players.

BUILD YOUR CHALLENGE DECK

Over the course of the game, players draw cards from the **Challenge Deck**, which is composed of cards from the **Moment**, **Approach (I)**, **Lair (II)**, and **End (III) Decks**, in addition to the **Slay Them! Card**.

1. Begin constructing a new deck by placing down the **Slay Them! Card**.
2. Take 5 cards from the **End (III) Challenge Deck** and the **End (III) Nemesis Challenge Card**, shuffle them together and place them face down on top of the **Slay Them! Card**.
3. Then take 10 **Lair (II) Challenge Cards**, the **Lair (II) Nemesis Challenge Card**, and 1 **Moment Card**, shuffle them together and place them face down on top of the **Challenge Deck**.
4. Then take 8 **Approach (I) Challenge Cards**, the **Approach (I) Nemesis Challenge Card**, 1 **Moment Card**, shuffle them together and place them face down on top to finish the **Challenge Deck**.

The deck should contain 29 cards in total.



PLAY AREA EXAMPLE - 3 PLAYERS

Challenge dice



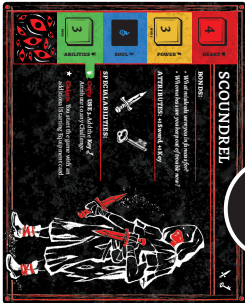
Nemesis Card



Insight Tracker



Challenge Deck Loot Deck



PLAYER 1



Active Player Token



Current Challenge Card



PLAYER 3



PLAYER 2



PLAYING THE GAME

DETERMINE FIRST PLAYER

Choose a player to take the first turn and give them the **Active Player Token**, and the 8 **Challenge dice**. You are now ready to begin your adventure!

Starting with the player who has the **Active Player Token**, players take turns revealing the top card from the **Challenge Deck** and resolving it.

CHALLENGES

Every Challenge has a name, flavor text, and a question to help fold the Challenge into the ongoing story. Challenges have two varieties, Solo and Party.

SOLO CHALLENGES

A Solo Challenge only requires one player to attempt it. The player who drew the Solo Challenge can decide to take on the Challenge, or pass it on to the next player in clockwise order. That player then gets to choose to take on the Challenge or pass it along, and so on. This continues until a player decides to attempt the Challenge or all players have passed on the Challenge, at which point it returns to the player who drew the Challenge, who must attempt the Challenge.

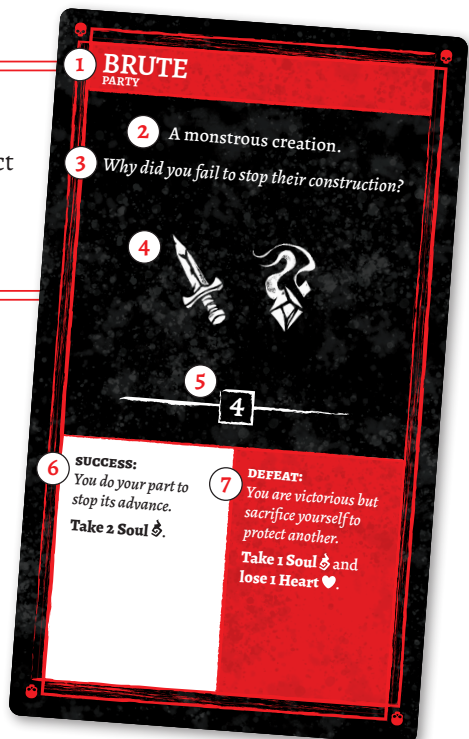
PARTY CHALLENGES

A Party Challenge is a large-scale encounter that requires all players to attempt them. Starting with the player who drew the Party Challenge and going around in clockwise turn order, each player attempts the Challenge on the card, resolving it in the same way as a Solo Challenge. Each player succeeds or fails their attempt individually, receiving rewards or suffering penalties based on their results. Once all players have attempted the Challenge, the card is discarded.

A note on Party Challenges: Unless otherwise specified, whether or not an individual player succeeds or fails a Party Challenge has no effect on the next player's attempt at the same Party Challenge. All players might succeed, or they might all fail, or there may be a mix of both.

CHALLENGE CARD ANATOMY

1. Name of Challenge and type of Challenge (Solo or Party)
2. Flavor text
3. Roleplay question
4. Attribute symbols
5. Target Numbers
6. Success flavor and rewards
7. Defeat flavor and penalties



RESOLVING A CHALLENGE

1. The player taking on the Challenge begins by reading the flavor text on the card aloud.
2. They then answer the question presented on the card, to help flesh out the nature of the Challenge. In the case of Party Challenges, all players answer this question as a group.
3. Each Challenge shows a number of Attribute symbols and a series of Target Numbers. When a player undertakes a Challenge, they assemble a number of **Challenge dice** equal to one plus the number of matching Attribute symbols they have on their **Character Card**, **Starting Equipment**, **Loot**, and any other cards they've collected. The player then rolls the dice. To succeed at the Challenge, the die roll must result in a unique die that matches or beats each of the Target Numbers presented on the **Challenge Card**. If the player succeeds at the Challenge, they must follow the Success result on the card. If they fail, they must follow the Defeat result.

Depending on the outcome of the Challenge, a player may be rewarded with **Loot Cards** or resources (like Power and Soul), or may have to suffer losses of Heart or other items.

ALL YOU'VE GOT!

Some Challenges don't have specific Attribute symbols, and instead ask for **ALL YOU'VE GOT**. In that case, the player resolving the Challenge counts all their Attribute symbols to determine how many dice to roll.






KEEPING CHALLENGE CARDS

Some **Challenge Cards** will tell you to keep the card as part of the Success or Defeat text of the Challenge. In that case, the player who resolved the Challenge adds the card to their **Loot** and **Starting Equipment Cards**. The Attribute symbols displayed in the top right corner of the **Challenge Card** are added to the player's pool of Attribute symbols, and can be used in future Challenges.

PARTY CHALLENGE EXAMPLE

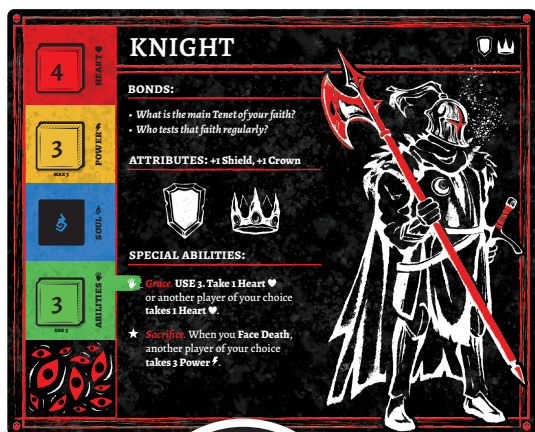
Freya (**Knight**), Tom (**Witch**) and Jess (**Illusionist**) are in the Approach (I) phase of their journey towards confronting their Nemesis, the vile **Demon Lord**. Freya is the active player, so she draws and reveals the next card in the Challenge Deck and it's **Crossing**, a Party Challenge. As a group, the players describe the challenge as a rickety rope bridge that spans a large gorge. The gorge is never crossed here because there are large crows that attack anyone who attempts to cross the bridge.

As the player that revealed the **Crossing** Challenge Card, Freya attempts the challenge first. **Crossing** has two Attribute symbols on it, the Key  and the Crown . Freya examines her cards and sees that she has two symbols that match, a Crown  on both the **Knight** Character Card and the **Star Token** Starting Equipment Card. This brings her Challenge dice pool for this Challenge to three dice. Freya rolls her dice pool and gets a 2, 3, and 5—a success, with at least one die meeting or beating the single Target Number of 4 on the **Crossing** Challenge Card. Freya describes fending off the crows as her **Knight** crosses the bridge safely.

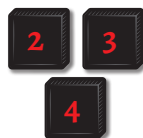
PLAYER'S DRAW:



FREYA'S HAND:



PLAYER'S ROLL:



SUCCESS!

ACTIVE PLAYER TOKEN:



Tom is next in turn order, and his **Witch** only has one Attribute symbol that matches the **Crossing Challenge Card**, a **Key** on his **Impossible Pocket** Starting Equipment. He rolls two Challenge dice (one, plus one for the matching **Key** Attribute) and rolls a 1 and a 3—a failure. Neither die meets or beats the Target Number on the Challenge Card, and Tom resolves the Defeat result on the card. Tom describes his Witch's foot slipping through a gap between planks on the bridge, and loses one **Heart**.

TOM'S HAND:

4

HEART

3

POWER

SOUL

SOUL

ABILITIES

ABILITIES

WITCH

BONDS:

- What do people find most unnerving about you?
- Who keeps your heart?

ATTRIBUTES: +1 Sword, +1 Magic

SPECIAL ABILITIES:

- Waste-not.** Whenever you lose any amount of Heart, take 2 Soul.
- Hex.** Lose 2 Soul to add both the Sword and Magic Attributes to your next Challenge.

IMPOSSIBLE POCKET

STARTING EQUIPMENT

A magical pocket.

What was the strangest thing produced from it?

While you have this card: +1 Key

PLAYER'S ROLL:

1

3

DEFEAT.

4

3

Lose 1 Heart

Jess is the last player to attempt the Challenge and has a Challenge dice pool of three dice (one, plus two matching **Key** Attributes on their **Illusionist** card and their **Shimmer Boots** Loot Card.) Jess rolls their dice and gets 2, 2, and 3—a failure. They decide to spend one use of their **Illusionist** Special Ability, **Legerdemain** to reroll all their dice. Jess rolls three 6s! They triumphantly describe how their Illusionist nimbly crosses the rickety bridge.

Now that all players have attempted the Challenge, Freya passes the Active Player Token to Tom and he reveals the next Challenge card from the Challenge Deck.

JESS' HAND:

4

HEART

3

POWER

SOUL

SOUL

ABILITIES

ABILITIES

ILLUSIONIST

BONDS:

- How did you learn your first trick?
- Who always sees through your deceptions?

ATTRIBUTES: +1 Key, +1 Magic

SPECIAL ABILITIES:

- Glamour.** USE 1. If you would Face Death, prevent it and take 1 Heart. Your glamour fades, revealing your true form.
- Legerdemain.** USE 3. You may re-roll any number of dice on a roll.

SHIMMER BOOTS

LOOT

They sparkle when you run.

What feelings do they give you when you wear them?

While you have this card: +1 Key and +1 Shield

PLAYER'S ROLL:

2

2

3

DEFEAT.

3

2

Remove 1 USE from Legerdemain Special Ability die.

PLAYER'S 2ND ROLL:

6

6




6

SUCCESS!

15

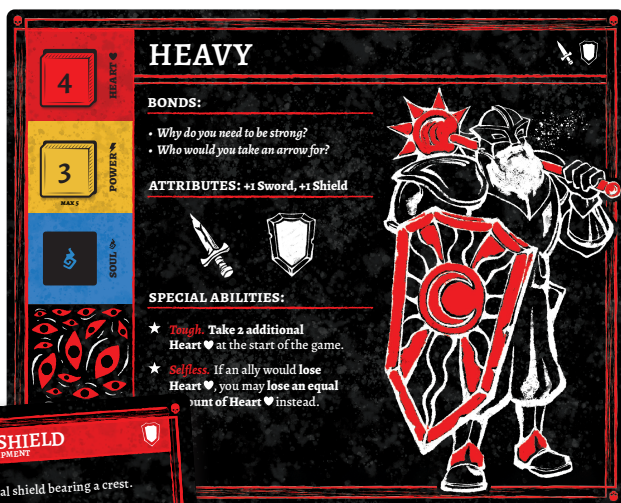
SOLO CHALLENGE EXAMPLE

Enzo is playing the **Heavy**, and is resolving the **Bloody** Challenge. They read the flavor text aloud and answer the question. They decide that the warrior they are fighting has had their mind clouded with dark thoughts, which turned them to violence. Now, Enzo must use their dice pool to attempt the Challenge.

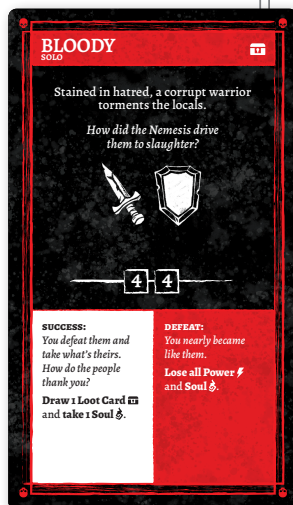
The **Bloody** Challenge shows two Attribute symbols—Sword  and Shield . Enzo has both those symbols on their **Heavy** Character Card, and has the **Crest Shield** as part of their Starting Equipment, which provides them with an additional Shield .

Enzo collects their dice pool: one die, plus one for each matching Attribute symbol they have on their cards, for a total of four Challenge dice. There are two Target Numbers on the **Bloody** Challenge Card: two 4s. Enzo rolls their dice and gets a 1, 3, 4, and 6. The 4 and the 6 are equal to or higher than the Target Numbers and Enzo succeeds at the Challenge! They check the Success result of the Challenge Card, and are rewarded with a Loot Card and one Soul.

PLAYER'S HAND:



PLAYER'S DRAW:



PLAYER'S ROLL:



SUCCESS!

THE REWARD:



NEMESIS CHALLENGES

Mixed in with each of the **Approach (I)**, **Lair (II)**, and **End (III)** phases of the **Challenge Deck** are **Nemesis Challenge Cards**. These cards introduce Nemesis-specific Challenges that are more difficult than the standard Challenges. When drawn, the player who drew the card consults the **Nemesis Card** for the details of the Nemesis Challenge. Nemesis Challenges follow the same rules as Solo and Party Challenges.



MOMENT CARDS

Drawing a **Moment Card** from the **Challenge Deck** signals a break from the action, and gives the players an opportunity to roleplay as their characters. When drawn, the players should read the flavor text and answer the first question as a group. Each **Moment Card** has three roleplaying prompts, which give a jumping-off point for a scene. Players should work as a group to choose one of the prompts, and roleplay the scene together. Not all players need to participate in the scene, though all players can share in the rewards of the **Moment Card** (unless otherwise specified on the card). Scenes can last as long as the players want, as long as everyone is enjoying the interaction, but if the players want to keep things moving, a 10–15 minute timer can be set for the scene.

If the players would prefer not to act as their characters, they can instead just describe the scene as a group, inspired by their chosen prompt.

Once the scene is resolved, the player who drew the **Moment Card** resolves the outcome part of the text. Most **Moment Cards** have positive outcomes, but occasionally the outcomes can be detrimental.

MOMENT CARD ANATOMY

1. Moment Card name
2. Flavor text
3. Roleplay question
4. Prompt choices
5. Outcome



ENDING A TURN

A player's turn ends when a Challenge (Solo, Party, or Nemesis) or **Moment Card** is resolved. The **Active Player Token** is passed clockwise to the next player.



THE END

There are two ways for *One Last Fight* to end: either the Nemesis is defeated, or all players have Faced Death before they get to the end of the **Challenge Deck**.

THE NEMESIS IS DEFEATED

Once the players resolve the last card of the **Challenge Deck** (which is always the **Slay Them! Card**), they have fulfilled their mission and defeated their Nemesis. The party's life of adventure is over and all players should take turns describing what their characters do next. Players should describe how the journey to defeat the Nemesis has changed their characters, for good or for ill. Any players whose character Faced Death should describe how their character's deeds are remembered.

THE PLAYERS ARE DEFEATED

If the entire party Faces Death before resolving the **Slay Them! Card**, then they have failed to stop the Nemesis. All players, as a group, should describe how the Nemesis changes the world. How does it look now? How do they control people? Lastly, each player should describe one way that their character's actions during the game provide hope for the next heroes who rise up to fight the Nemesis once more.







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