

Patuá

The Capoeira Trading Card Game
Official Card Catalog



144 cards · 3 decks · every power explained

How to Read a Card

Every card in Patuá shows the same things: its **emoji and name**, its **Ritmo cost** (the orange dots – that's how many rhythm beads you spend to play it), its **type**, and what it does. This catalog lists all 144 cards, deck by deck, so you can study every move before you step into the roda.



Attack

Play into the roda to strike. Golpe beats Floreio, Floreio beats Queda, Queda beats Golpe.



Quebra

Set-up cards that stay on the board 3 turns and power up your NEXT matching attack.



Passada

Footwork that stays on the board 3 turns and blocks matching enemy attacks.



Song

Free to play, but you need an Orquestra on the board. One song per turn.



Patuá

Charms with special powers. Esquiva is your emergency dodge!



Orquestra

Your band! Deploy it to unlock Songs and counter-attacks – and it plays your music. Lose it and the music stops.



Orisha Blessings — the secret combos

- Have a matching **Quebra** AND **Passada** on your board, then play the matching **Attack** – an Orisha blesses you with a powerful bonus!
- Each deck has three caminhos: **Caminho Reto** (Golpe + Finta + Lateral), **Caminho Rodado** (Floreio + Giro + Pula), and **Caminho de Chão** (Queda + Desafio + Costas). The bold limb of the ofá mark on each card shows its caminho.
- The italic purple text on a card names its caminho – three cards, one caminho, one blessing.



Angola Deck

Balanced & Defensive · 48 cards

The wise old style. Angola wins by patience – block with Passadas, heal with Patuás, and strike when your opponent overreaches.



Attacks

Play into the roda to strike. Golpe beats Floreio, Floreio beats Queda, Queda beats Golpe.

Aú Batido

●●○○○ 2

FLOREIO

A powerful front kick. Giro combos for +1 dmg.

⚡ Caminho Rodado

Carneirinho

●●○○○ 2

FLOREIO

A quick snap kick. Giro combos for +1 dmg.

⚡ Caminho Rodado

Pião de Cabeça

●●○○○ 2

FLOREIO

A whipping low strike. Giro combos for +1 dmg.

⚡ Caminho Rodado

Pião de Mão

●●○○○ 2

FLOREIO

A spinning ground kick. Giro combos for +1 dmg.

⚡ Caminho Rodado

Relógio

●●○○○ 2

FLOREIO

A back-flip kick. Giro combos for +1 dmg.

⚡ Caminho Rodado

Meia Lua

●●○○○ 2

GOLPE

A sweeping low kick. Finta combos for +1 dmg.

⚡ Caminho Reto

Rabo de Arraia

●●○○○ 2

GOLPE

A cartwheel kick. Finta combos for +1 dmg.

⚡ Caminho Reto

Banda

●●○○○ 2

QUEDA

A circular sweep. Desafio combos for +1 dmg.

⚡ Caminho de Chão

Boca de Calça

●●○○○ 2

QUEDA

A hammer kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão

Cabeçada

●●○○○ 2

QUEDA

A headbutt lunge. Desafio combos for +1 dmg.

⚡ Caminho de Chão

Encruzilhada

●●○○○ 2

QUEDA

A roundhouse-style kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão

Passa Pé

●●○○○ 2

QUEDA

A spinning back kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão

Rasteira

●●○○○ 2

QUEDA

A leg sweep takedown. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Quebras

Set-up cards that stay on the board 3 turns and power up your NEXT matching attack.

Cadeira

●○○○○ 1

DESAFIO

Floor-level feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão

Queda de Quatro

●○○○○ 1

DESAFIO

Master's feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Queda de Rim

●○○○ 1

DESAFIO

Crouching feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Tesoura

●○○○ 1

DESAFIO

Challenge feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Finta

●○○○ 1

FINTA

Feint sets up Golpe. Combos: +1 dmg on Golpe.

⚡ Caminho Reto



Pião

●○○○ 1

GIRO

Spinning feint. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Rodado

●○○○ 1

GIRO

Low spin. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Trocando

●○○○ 1

GIRO

Ground spin. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Passadas

Footwork that stays on the board 3 turns and blocks matching enemy attacks.



Negativa Alta

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Negativa Baixa

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Negativa Baixa

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Passada pra Trás

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Volta pra Cima

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Rolê

●○○○ 1

LATERAL

Side-step. Blocks Golpe attacks. Lasts 3 turns.

⚡ Caminho Reto



Rolê Alto

●○○○ 1

LATERAL

Sliding sidestep. Blocks Golpe attacks. Lasts 3 turns.

⚡ Caminho Reto



Rolê Baixo

●○○○ 1

LATERAL

Lateral dodge. Blocks Golpe attacks. Lasts 3 turns.

⚡ Caminho Reto



Negativa

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Rolê Direto

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Songs

Free to play, but you need an Orquestra on the board. One song per turn.



Chula Angola

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.



Chula da Capoeira

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.



Ladainha Velha

○○○○ 0

LADAINHA

+1 Ritmo bead. Opponent cannot counter-attack this turn.



Ladainha da Roda

○○○○ 0

LADAINHA

+1 Ritmo bead. Opponent cannot counter-attack this turn.

 **Ladainha do Mestre**

○○○○○ 0

LADAINHA

+1 Ritmo bead. Opponent cannot counter-attack this turn.

 **Ladeira Do Pelourinho**

○○○○○ 0

LADAINHA

+1 Ritmo bead. Opponent cannot counter-attack this turn.

Patuás

Charms with special powers. Esquiva is your emergency dodge!

 **Chamada Angola**

●○○○○ 1

CHAMADA

Opponent loses 1 action on their next turn.

 **Cocorinha**

●○○○○ 1

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.

 **Negativa de Angola**

●○○○○ 1

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.

 **Dendê**

●○○○○ 1

HEALCHARM

Restore 2 Axé (health).

 **Invocação Angola**

●○○○○ 1

INVOCACAO

Persistent. Fills any one missing Orisha combo slot.

 **Oferenda Angola**

●○○○○ 1

OFERENDA

Persistent. Fills Quebra or Passada Orisha combo slot.

 **Volta do Mundo**

●●○○○ 2

VOLTAMUNDO

Clear ALL Quebras and Passadas from both boards.

 **Arame Partido**

●●○○○ 2

WIRESNAP

Disable opponent's Orquestra until they replay one.

Orquestras

Your band! Deploy it to unlock Songs and counter-attacks – and it plays your music. Lose it and the music stops.

 **Angola**

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.

 **Angola**

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.

 **Angola**

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.



Pequeno Deck

Fast & Evasive · 48 cards

The quick style. Pequeno dances circles around opponents – cheap attacks, extra actions, and slippery escapes keep you always one step ahead.



Attacks

Play into the roda to strike. Golpe beats Floreio, Floreio beats Queda, Queda beats Golpe.



Aú Queda de Rins

●●○○○ 2

FLOREIO

A ground hook. Giro combos for +1 dmg.

⚡ Caminho Rodado



Aú de Frente

●●○○○ 2

FLOREIO

A spinning cartwheel attack. Giro combos for +1 dmg.

⚡ Caminho Rodado



Pião de Mão

●●○○○ 2

FLOREIO

A circular kick. Giro combos for +1 dmg.

⚡ Caminho Rodado



Raiz

●●○○○ 2

FLOREIO

A forward cartwheel. Giro combos for +1 dmg.

⚡ Caminho Rodado



Chapa

●●○○○ 2

GOLPE

A whip-like strike. Finta combos for +1 dmg.

⚡ Caminho Reto



Escorpião

●●○○○ 2

GOLPE

A chopping blow. Finta combos for +1 dmg.

⚡ Caminho Reto



Martelo

●●○○○ 2

GOLPE

A cross punch. Finta combos for +1 dmg.

⚡ Caminho Reto



Meia Lua de Frente

●●○○○ 2

GOLPE

A slapping strike. Finta combos for +1 dmg.

⚡ Caminho Reto



Queixada

●●○○○ 2

GOLPE

A fast jab. Finta combos for +1 dmg.

⚡ Caminho Reto



Banda de Costas

●●○○○ 2

QUEDA

A rear leg sweep. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Rasteira

●●○○○ 2

QUEDA

A flat side-kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Tesoura de Frente

●●○○○ 2

QUEDA

A knee strike. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Vingativa

●●○○○ 2

QUEDA

A scorpion kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Quebras

Set-up cards that stay on the board 3 turns and power up your NEXT matching attack.



Apanhada

●○○○○ 1

DESAFIO

Challenge feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Escala

●○○○○ 1

DESAFIO

Agile feint. Combos: +1 dmg on Floreio.

⚡ Caminho de Chão



Galopante

●○○○ 1

DESAFIO

Swaying feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Finta

●○○○ 1

FINTA

Feint setup. Combos: +1 dmg on Golpe.

⚡ Caminho Reto



Pião

●○○○ 1

GIRO

Spin feint. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Rodado

●○○○ 1

GIRO

Jump-spin. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Trocando

●○○○ 1

GIRO

Acrobatic spin. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Virada

●○○○ 1

GIRO

Quick spin. Combos: +1 dmg on Floreio.

⚡ Caminho Rodado



Passadas

Footwork that stays on the board 3 turns and blocks matching enemy attacks.



Bate-Volta

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Negativa Alta

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Negativa Baixa

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Rolê Direto

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ Caminho de Chão



Rolê

●○○○ 1

LATERAL

Side-step. Blocks Golpe attacks. Lasts 3 turns.

⚡ Caminho Reto



Rolê Direto

●○○○ 1

LATERAL

Lateral dodge. Blocks Golpe attacks. Lasts 3 turns.

⚡ Caminho Reto



Esquiva Entrando

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Negativa

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Negativa Alta

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Negativa Baixa

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ Caminho Rodado



Songs

Free to play, but you need an Orquestra on the board. One song per turn.



Chula Pequeno

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.



Chula Vibrante

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.



Corrido Veloz

○○○○ 0

CORRIDO

+1 Action this turn.



Corrido da Roda

○○○○ 0

CORRIDO

+1 Action this turn.

**Corrido do Mestre**

000000

CORRIDO

+1 Action this turn.

**Corrido do Pequeno**

000000

CORRIDO

+1 Action this turn.

Patuás

Charms with special powers. Esquiva is your emergency dodge!

**Chamada Pequeno**

000001

CHAMADA

Opponent loses 1 action on their next turn.

**Contra Golpe**

000002

CONTRA

Clear all of opponent's Passadas and Quebras.

**Negativa Alta**

000001

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.

**Resistência**

000001

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.

**Ramo de Arruda**

000001

HEALCHARM

Restore 2 Axé (health).

**Invocação Pequeno**

000001

INVOCACAO

Persistent. Fills any one missing Orisha combo slot.

**Oferenda Pequeno**

000001

OFERENDA

Persistent. Fills Quebra or Passada Orisha combo slot.

**Corta Arame**

000002

WIRESNAP

Disable opponent's Orquestra until they replay one.

Orquestras

Your band! Deploy it to unlock Songs and counter-attacks – and it plays your music. Lose it and the music stops.

**São Bento Pequeno**

000003

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.

**São Bento Pequeno**

000003

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.

**São Bento Pequeno**

000003

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.



Grande Deck

Aggressive & Powerful · 48 cards

The strong style. Grande hits hardest – big damage, bold combos, and pressure that never lets up. End the roda before it ends you.



Attacks

Play into the roda to strike. Golpe beats Floreio, Floreio beats Queda, Queda beats Golpe.



Aú sem Mão

●●○○○ 2

FLOREIO

A sweeping ground attack. Giro combos for +1 dmg.

⚡ Caminho Rodado



Macaco

●●○○○ 2

FLOREIO

A wide arc kick. Giro combos for +1 dmg.

⚡ Caminho Rodado



Armada

●●○○○ 2

GOLPE

A power jab. Finta combos for +1 dmg.

⚡ Caminho Reto



Armada com Martelo

●●○○○ 2

GOLPE

An elbow strike. Finta combos for +1 dmg.

⚡ Caminho Reto



Bênção

●●○○○ 2

GOLPE

An uppercut strike. Finta combos for +1 dmg.

⚡ Caminho Reto



Gancho

●●○○○ 2

GOLPE

A devastating blow. Finta combos for +1 dmg.

⚡ Caminho Reto



Martelo

●●○○○ 2

GOLPE

A straight punch. Finta combos for +1 dmg.

⚡ Caminho Reto



Meia Lua de Compasso

●●○○○ 2

GOLPE

A heavy blow. Finta combos for +1 dmg.

⚡ Caminho Reto



Pisão

●●○○○ 2

GOLPE

A head-butt attack. Finta combos for +1 dmg.

⚡ Caminho Reto



Ponteira

●●○○○ 2

GOLPE

A double-hit strike. Finta combos for +1 dmg.

⚡ Caminho Reto



Rasteira em Pé

●●○○○ 2

QUEDA

A crushing takedown. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Tesoura Trançada

●●○○○ 2

QUEDA

A powerful leg sweep. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Vingativa

●●○○○ 2

QUEDA

A sweeping kick. Desafio combos for +1 dmg.

⚡ Caminho de Chão



Quebras

Set-up cards that stay on the board 3 turns and power up your NEXT matching attack.



Cotovelada

●○○○○ 1

DESAFIO

Challenge feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão



Joelhada

●○○○○ 1

DESAFIO

Power feint. Combos: +1 dmg on Queda.

⚡ Caminho de Chão

**Finta**

●○○○ 1

FINTA

Feint. Combos: +1 dmg on Golpe.

⚡ *Caminho Reto***Finta Baixa**

●○○○ 1

FINTA

Heavy feint. Combos: +1 dmg on Golpe.

⚡ *Caminho Reto***Finta Direta**

●○○○ 1

FINTA

Fast feint. Combos: +1 dmg on Golpe.

⚡ *Caminho Reto***Finta Direta**

●○○○ 1

FINTA

Feint. Combos: +1 dmg on Golpe.

⚡ *Caminho Reto***Rodado**

●○○○ 1

GIRO

Spin feint. Combos: +1 dmg on Floreio.

⚡ *Caminho Rodado***Trocando**

●○○○ 1

GIRO

Wide spin. Combos: +1 dmg on Floreio.

⚡ *Caminho Rodado***Passadas**

Footwork that stays on the board 3 turns and blocks matching enemy attacks.

**Negativa Baixa**

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ *Caminho de Chão***Rolê Direto**

●○○○ 1

COSTAS

Rear step. Blocks Floreio attacks. Lasts 3 turns.

⚡ *Caminho de Chão***Esquiva Chegando**

●○○○ 1

LATERAL

Broad slide. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Puxada**

●○○○ 1

LATERAL

Cross-step. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Rolê**

●○○○ 1

LATERAL

Side-step. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Rolê Alto**

●○○○ 1

LATERAL

Lateral retreat. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Rolê Baixo**

●○○○ 1

LATERAL

Sliding sidestep. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Rolê Direto**

●○○○ 1

LATERAL

Wide dodge. Blocks Golpe attacks. Lasts 3 turns.

⚡ *Caminho Reto***Negativa**

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ *Caminho Rodado***Negativa Baixa**

●○○○ 1

PULA

Jump. Blocks Queda attacks. Lasts 3 turns.

⚡ *Caminho Rodado***Songs**

Free to play, but you need an Orquestra on the board. One song per turn.

**Chula Grande**

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.

**Chula do Poder**

○○○○ 0

CHULA

Choose: +2 Ritmo beads OR +1 Action this turn.

**Corrido Grande**

○○○○ 0

CORRIDO

+1 Action this turn.

**Corrido Poderoso**

○○○○ 0

CORRIDO

+1 Action this turn.



Corrido do Guerreiro

○○○○○ 0

CORRIDO

+1 Action this turn.



Corrido do Vento

○○○○○ 0

CORRIDO

+1 Action this turn.



Patuás

Charms with special powers. Esquiva is your emergency dodge!



Chamada Grande

●○○○○ 1

CHAMADA

Opponent loses 1 action on their next turn.



Esquiva da Ginga

●○○○○ 1

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.



Esquiva de Frente

●○○○○ 1

ESQUIVA

REACTIVE: Play when attacked to dodge for 0 damage. Costs 1 Ritmo bead.



Erva Santa

●○○○○ 1

HEALCHARM

Restore 2 Axé (health).



Oferenda Grande

●○○○○ 1

OFERENDA

Persistent. Fills Quebra or Passada Orisha combo slot.



Axé do Combate

●○○○○ 1

POWERCHARM

Persistent. Your next attack deals +1 damage.



Fé do Guerreiro

●○○○○ 1

POWERCHARM

Persistent. Your next attack deals +1 damage.



Corta Berimbau

●●○○○ 2

WIRESNAP

Disable opponent's Orquestra until they replay one.



Orquestras

Your band! Deploy it to unlock Songs and counter-attacks – and it plays your music. Lose it and the music stops.



São Bento Grande

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.



São Bento Grande

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.



São Bento Grande

●●●○○ 3

Enables Songs. Enables counter-attacks – each counter costs 1 Ritmo bead.