



AP ATT DMG RNG



(-1AP) (-2MP) (FURY)

2 2G+1 2 3 3S+1 2

5

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CROWD PLEASER: This wrestler's Brawl attacks may

target enemy wrestlers that are 2 squares away until the end of its next activation.

Knockdown counter.

SNAKE TRIP: 2AP - Pick one enemy wrestler within 2 squares and roll 1S. On a 1+ that wrestler receives a

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THE FOREST SOUL



