

★ ★ GEKKO BRAWLER ★ ★



ATT



DEF



+1

GRP



DEX



+1

5



4

4

WEIGHT 1

THROW 2

ATT DMG RNG



**2AP - SLIDE TACKLE
(KNOCKDOWN)**



1

-



1AP - AIR DIVE



1

6



SKITTER



★ ★ **GEKKO BRAWLER** ★ ★



1AP - ADAPTIVE ATTACKS

This wrestler gains +1 ATT and +1 DEF until the end of its next activation.



SKITTER

At the end of the round this wrestler may move 1 square in any direction.

DID YOU KNOW?

The Gekkos are master stonemasons, rivalling even the Dwarves. One creation myth says that the Gekkos carved the world into a perfect sphere out of stardust and dreams.

The Frohg Lords commanded them to make it less perfect, for nothing could rival their own perfection. So the Gekkos set to work carving the world anew, breaking continents and carving trenches in the land.

The Dwarves appeared out of the discarded stone and carved the mountains into existence, causing the Frohg Lords to cry all the water that makes up the oceans and leave for places unknown.

THE FOREST SOUL
150K



★ GEKKO GRAPPLER ★



ATT



DEF



GRP



DEX



5



4

WEIGHT 1

THROW 2

ATT DMG RNG



2AP - GEKKO GRASP
(-1AP)



1

-



2AP - SKITTERING LIZARD *



2

4

* If successful, immediately make a **single** additional *Skittering Lizard* attack for 0AP against a different enemy wrestler.



SKITTER



★ ★ **GEKKO GRAPPLER** ★ ★



1AP - ALTERED DNA

This wrestler gains +1 GRP and +1 DEF until the end of its next activation.



SKITTER

At the end of the round this wrestler may move 1 square in any direction.

DID YOU KNOW?

The dextrous Gekkos are entirely responsible for making the fine jewellery on sale within The Forest Soul.

Their little hands are not only fantastic at handling the tiny pieces, but their sharp claws are able to carve out patterns in gold!

You'll often find many other people on the way to The Forest Soul selling knock-off "Gekko Crafted" jewellery, but that's likely just made out of goblin teeth painted gold. For the genuine stuff, you have to climb the steps to the ziggurat (and pay the entry fee).

THE FOREST SOUL
150K



★ SAURIAN BRAWLER ★



ATT



DEF



GRP



DEX



8

WEIGHT 2

THROW 4

ATT DMG RNG



2AP - SAURIAN SLAM



3

-



3AP - PREHISTORIC POUND (DEVASTATING)



3

5



2AP - DINO-BITE *



1

-

* If successful, the target wrestler cannot move until either this wrestler takes damage, or is activated again.



★ SAURIAN BRAWLER ★



1AP - EVOLUTIONARY AGGRESSION

This wrestler gains +1 ATT and +1 DEX until the end of its next activation.

DID YOU KNOW?

What Saurians lack in finesse, they make up for in out-right aggression. The most aggressive Saurians make for excellent fighters, although that isn't very useful in a world in which wars are outlawed!

The Saurians have had to carefully nurture their softer side in recent years, as their violent tendencies are often too much for a RUMBLESLAM crowd. It's not unusual to find Saurians engaging in calming activities in their downtime, to make sure they don't go overboard in the ring.

The Forest Soul hosts Mesozoic Meditation, Yandusaurus Yoga, and even Knitting with Neanderthals.

**THE FOREST SOUL
200K**



★ SAURIAN GRAPPLER ★



ATT



DEF



GRP



DEX



4

4

8

WEIGHT 2

THROW 4

ATT DMG RNG



2AP - AZTEC ARM LOCK
(-2AP)



1 -



3AP - TERRORSAUR
(SHOVE 2)



3 4



2AP - DINO-BITE *



1 -

* If successful, the target wrestler cannot move until either this wrestler takes damage, or is activated again.



★ SAURIAN GRAPPLER ★



1AP - GRAPPLER GROWTH

This wrestler gains +1 GRP and +1 DEX until the end of its next activation.

DID YOU KNOW?

There are several famous wrestling rings within The Forest Soul, all known for different things.

The Solar Chamber is perhaps the most renowned. Although only open once a year, it sits deep within the ziggurat, right at its heart. For one brief window, the sun shines directly down, through a hundred floors and directly into the centre of the ring.

Its in this match that the Celestial Champion is named. The ring itself is built with several levels, echoing the pyramid steps outside. The very top spot has just enough room for a single wrestler.

The match is an all-out rumble to see who can hold the top spot at the exact time the sun hits, becoming the Celestial Champion for a whole year.

**THE FOREST SOUL
200K**





KRUX



11

WEIGHT 3

THROW 6

ATT DMG RNG



2AP - TRIASSIC TOSS
(SHOVE 4)



2 -



3AP - BRONTO BOMB
(DEVASTATING)



3 5



1AP - ROAR! *



0 -

* If successful, move the target wrestler directly away from this wrestler in a straight line until its movement is interrupted.





KRUX



2AP - TERRORSAUR

Until the end of this wrestler's next activation, any ROAR! attacks it makes also gain the (-2AP) special rule.

DID YOU KNOW?

While the Gekkos and Saurians have undergone years of rapid evolution (and thus developing several sub-species), the Krux have remained exactly the same for thousands - possibly millions - of years.

Although deeply intelligent, a Krux may seem primitive to most. They only let their guard down in private, and rarely will let anyone else see them at their most pensive.

Those that are let into this most private of moments are able to see that Krux's true personality, although would never speak of it to anyone else. Those fortunate few are considered to be Soul Bonded to the Krux, and should they break that bond, the Krux will eat them.

Hey, they may be smart, but they're still cold blooded!

**THE FOREST SOUL
300K**

