

★ EXPERIMENT 2186 ★



ATT



DEF



GRP



DEX



5

5

6

WEIGHT 1

THROW 3

ATT DMG RNG



3AP - TASTE THE PAIN *



2

-

* If successful, the target loses their Crowd Pleaser token and their Crowd Pleaser immediately ends.



2AP - TOPSY TURVY CLOTHESLINE (JUMP) (KNOCKDOWN)



1

-



TWISTER OF FATE



★ EXPERIMENT 2186 ★



1AP - DISTORTED REALITY

Reality twists and bends around Experiment 2186.

Remove any **1 counter** from any wrestler and place it on any other wrestler.



TWISTER OF FATE

This wrestler may re-roll **1 natural blank** result per dice roll.

DID YOU KNOW?

Experiment 2186 (or just 86 to its friends) was the last and greatest experiment of a wizard!

Although none know the wizard's name (or dare speak it in front of 86), many know the grizzly fate that awaited him after summoning 86 from a different reality.

86 is quiet about its home reality (most of what it says is snarls anyway), but people say that it's a grim and dark place full of war. Experiment 2186 has no immediate desire to return, and would rather enjoy the RUMBLESLAM limelight instead!

THE FERAL DEN
275K



LEO

ATT**DEF****GRP****DEX****4****5****8****WEIGHT 2****THROW 4****ATT DMG RNG****1AP - PACK HUNTER
(JUMP)****1****-****2AP - POUNCE*
(KNOCKDOWN)****1****4**

* This attack has Damage 4 if the target is in base contact with one or more friendly wrestlers.

**SHARPENED CLAWS****FELINE**



LEO



1AP - EYE RAKE

Leo viciously gouges his foe!

One enemy wrestler in base contact receives
2 Bleeding counters.



SHARPENED CLAWS

This wrestler's **Brawl** attacks have the **(BLEEDING)** special rule.



FELINE

This wrestler may remove **Knockdown** counters for 0AP.

DID YOU KNOW?

Some say that Leo used to be a grand hero!

Back when Leo lived with the Rostani, he was apparently gallant and brave, and even had a team of heroes who he toured the land with, seeking to banish evil from the lands. He vehemently denies this, saying he was born for pain and that's what he'll inflict on his enemies. Of course, the Feral Den crowd love that!

THE FERAL DEN
325K





TOOTHPICK



ATT



DEF



GRP



DEX



6

5

5

WEIGHT 1

THROW 1

ATT DMG RNG



2AP - VERTICAL VERMIN KICK
(THROW 2)



1 -



3AP - SPINNING SHURIKEN
(-1AP) (-1MP) (BOUNCEBACK 3)



2 6



GRAND MASTER



SKITTER





TOOTHPICK



2AP - NINJA TRAINING

Toothpick has trained his whole team in the ways of the shadow arts.

All friendly wrestlers may immediately move up to **3 squares** in any direction.



GRAND MASTER

While this wrestler is in the ring (and not **Knocked Down**), every friendly wrestler uses Toothpick's DEX when rolling for Initiative - whether they want to or not!



SKITTER

At the end of the round this wrestler may move up to **3 squares** in any direction.

DID YOU KNOW?

Toothpick used to run a ninja training academy in the lagoons of The Forest Soul.

For some reason he fell out with his four prized students and permanently relocated to The Feral Den. Inside its clammy walls Toothpick has fully embraced the shadowy arts, and has turned bitter and spiteful.

THE FERAL DEN
275K

