

WEIGHT 1

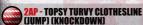
HROW 3

DMG RNG





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













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 grissly fate that awaited him after summoning 86 from a different reality.

86 is quiet about its home reality (most of what it says is snarts 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





WEIGHT 2

THROW 4

DMG RNG



1AP - PACK HUNTER (JUMP)





2AP - POUNCE *
(KNOCKDOWN)



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



SHARPENED CLAWS











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.



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

UID AUII KNUMS

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





WEIGHT 1

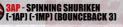
THROW 1

ATT DMG RNG

2AP - VERTICAL VERMIN KICK (THROW 2)



1 -





2 (



GRAND MASTER



SKITTER









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