

★ VERMIN BRAWLER ★



ATT



DEF



GRP



DEX



5

5

4

WEIGHT 1

THROW 2

ATT DMG RNG



3AP - SKITTER SLAM *



2

-

* If successful, move this wrestler up to 3 squares.



SKITTER



DIRTY FIGHTER



★ **VERMIN BRAWLER** ★



2AP - DISTRACTING STENCH

All enemy wrestlers within 2 squares gain 1 -MP counter.



SKITTER

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



DIRTY FIGHTER

This wrestler may re-roll Dirty rolls.

THE FERAL DEN
150K



★ VERMIN GRAPPLER ★



ATT



DEF



GRP



DEX



5

5

4

WEIGHT 1

THROW 2

ATT DMG RNG



2AP - LEG LOCK
[-2MP]



1

-



SKITTER



DIRTY FIGHTER



★ VERMIN GRAPPLER ★



2AP - SNEAKY RODENTS

All friendly wrestlers within 2 squares gain 1 +MP counter.



SKITTER

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



DIRTY FIGHTER

This wrestler may re-roll Dirty rolls.

THE FERAL DEN
150K



★ RATMAN BRAWLER ★



6

WEIGHT 2

THROW 4

ATT DMG RNG



2AP - RAT RUSH
(BLEEDING)



2

-



4AP - BATRAT
(BLEEDING) (SHOVE 3)



3

5



SKITTER



FILTHY FIGHTER



★ **RATMAN BRAWLER** ★



1AP - SCUTTER AROUND

This wrestler may immediately move up to 3 squares.



SKITTER

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



FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.

THE FERAL DEN
175K



★ RATMAN GRAPPLER ★



ATT



DEF



GRP



DEX



5

4

6

WEIGHT 2

THROW 4

ATT DMG RNG



**2AP - SUPLEX
(KNOCKDOWN) ***



2

-

* If successful, immediately swap position with the target wrestler.



**3AP - 360 LEG DROP
(-2MP)**



3

5



SKITTER



FILTHY FIGHTER



★ RATMAN GRAPPLER ★



2AP - UNDERHANDED

The next Dirty roll made by any friendly wrestler is automatically passed.



SKITTER

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



FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.

THE FERAL DEN
175K



★ RAT ABOMINATION ★



ATT



DEF



GRP



DEX



5

3

9

WEIGHT 3

THROW 5

ATT DMG RNG



2AP - TAIL SLAM
(KNOCKDOWN)



2

-



3AP - FLYING FANG
(-2AP)



4

4



CLAWS & TEETH



FILTHY FIGHTER



★ RAT ABOMINATION ★



3AP - DON'T CORNER A RAT

Roll  All friendly wrestlers may deal that much damage each to an enemy wrestler in base contact.



CLAWS & TEETH

This wrestler's Brawl attacks deal 2DMG.



FILTHY FIGHTER

This wrestler may re-roll Dirty rolls and all of its attacks do +1 DMG if the target is Knocked Down.

THE FERAL DEN
275K





GUTTER RAT



ATT



-1

DEF



GRP



-1

DEX



+2

7

0

3

WEIGHT 1

THROW 0

ATT DMG RNG



FLEET OF CLAW



RODENT





GUTTER RAT



MINDLESS

No self-respecting fan is going to cheer for a rat!



FLEET OF CLAW

At the end of each round, any friendly wrestler with Skitter may - instead of moving normally - swap places with this wrestler.



RODENT

This wrestler automatically removes Knockdown counters at the start of its activation (unless KO'd).

THE FERAL DEN
25K

