





MYTHOS

Roll under MYTHOS to become larger than life.

 **Feat of Strength:** Lift anything in melee range over your head. You can't dodge until after next turn. **If Foe:** your next attack can't miss and foe loses next turn. (no bosses) **If Object:** deal double DAMAGE on your next attack.


 **Butts In Seats:** Your fans flock to see you compete. Recover 1 card per Diamond on your sheet as you soak in their cheers.


 **Babyface Fire:** You stage a fiery comeback. Choose one:
- You Vent and then make an Attack,
- Attack and then Vent.
This Vent does NOT protect you.


 **Heel Turn:** Choose a foe to (seemingly) ally with. They can't attack you until you attack them; when you do attack them, they take 2x DAMAGE on that attack.


ACCURACY

Roll under Accuracy to use your special technique

 **Master of Matwork:** Grab an opponent in melee range, and deal DAMAGE. Until you release them or replace this card: you must both attack one another, and you always deal at least 1/2 DAMAGE to them per turn.


 **High Flying Hooligan:** Fling yourself at a foe in Shout range. Roll a die. You take the die damage, your opponent takes DAMAGE+Die roll damage.


 **Tag Team Specialist:** Team up with any ally within Melee range. Deal your DAMAGE + their DAMAGE to a foe in melee range. Until your next turn, you cannot Dodge or Block.


 **The Brawling Brute:** Target a foe in melee range. Deal DAMAGE, plus 3 damage for every spade on Mat. You can't Block or Dodge until next turn.


DEFENSE

Your Gambits are always ready in case of emergency

 You pick your opponents. Gain a new Reaction, no roll required: Redirect an attack to any ally within Melee range. If there is none, avoid the attack and move to Shout range.


 You get top billing. You can act any time during the round you want.


 This is your story. The next time you draw a number of cards, draw twice that amount. Keep 1/2, and place the others into the bottom of your Deck.


 You paid off the booker. When you Overload, you only discard the card in this slot (and draw a fresh card to replace it) Reset your Track to Burning.


DAMAGE

You have a terrible flaw.

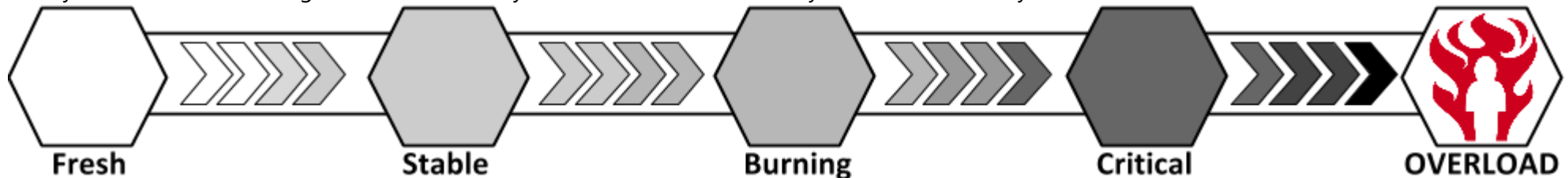
 **Painful Joints:** The years of abuse have taken their toll. Whenever you deal 7 or more damage, discard 2 cards.

 **Invincibility:** You've bought into your own hype. You cannot Dodge attacks, only Block or Take the Hit.

 **Trust No-one:** You know you can only depend on yourself. You cannot be targeted by any powers that give you a positive benefit.

 **Addict:** Your career has been fueled by excess. When you Overload, draw 6 cards, place 4, discard the other two.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

Attack with Technique (Roll ACCURACY)
Become **Larger than Life** (Roll MYTHOS)
Sprint: Move up to Shout Range

Vent: Discard 2 cards from your Mat, place 2 in bottom of Deck, protected until next turn. Draw 4 new cards, set to Fresh

Reactions to a Threat

Dodge: Roll under DEFENSE, avoid all damage
Block: Reduce damage taken by DEFENSE
Take the Hit: Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



Wrestler

I am the Sultan of the Squared Circle, the Master of the Mat, the Ace of the Arena. I exploit my opponents and make sure the fight is always in service to MY story. **I am the Wrestler!**