



**RAGDOLL**  
PETER MERKELL JR.

**CONTORTIONIST**

Ragdoll never takes leaving engagement attacks and may move through all figures. After Ragdoll rolls defense dice against an attack, you may immediately move Ragdoll one space for each blank rolled.

**CLINGY**

After a figure ends its movement, if that figure was adjacent to Ragdoll during its movement, you may immediately place Ragdoll adjacent to that figure, if possible.



HUMAN

UNIQUE HERO

OUTLAW

INSANE

MEDIUM

5



4  
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 6

100

POINTS

