

DC

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