

Brawler	Genre	Lore	Resistance	Attack	Ability	Average Damage Output	Notes	Chance of Attack Succeeding	Average Number of Attacks Survived	Average Number of Hits Over Lifetime
Sentinel of the Gate	Mysterious	Each greeting is a test of character.	5	1d6 contact	Redirects fatal attacks and knockouts to the next fighter immediately to the left. (Doesn't loop.)	3.5		60%	2.2	1.3
Brodacious	Mysterious	Lifts weights and shops.	5	1d6 contact	If his opponent's final attack is an even number, add half of it to his final attack.	3.5		60%	2.2	1.3
Traitor Joe	Mysterious	A BRAWL ✖ MART employee who buys wares and resells them at a higher price.	5	X non-contact	If his opponent's attack makes contact, he steals their roll. Pretend his initial roll is the same as their initial roll (plus matchups).	2.676470588		33.3%	2.2	0.7
Wispy Tim	Lightweight	A haunted plastic bag that blew in from the parking lot.	0	1d6 contact	If his roll is greater than 3, multiply by 2.	6		86.7%	0	0
Kaathyrnne the Proud	Lightweight	Swears she NEVER shops at BRAWL ✖ MART. It's just that there was something she needed here that wasn't at Traitor Joe's. (This is a lie.)	4	3d6 contact	Rolls as many d6 as you want, but immediately dies of embarrassment if any of them is a 1 (counting flair bonuses), dealing no damage. As an enemy, she will always roll 3.	10	Chance to die is $1 - (5/6)^n$, where n is the number of dice rolled. 3 dice is the average number she can roll before it becomes more likely that she dies than not.	100%	1.7	1.7
Mathematicus	Robust	Knows how to count, but chooses not to.	10	Pi contact	Don't even bother rolling the dice; his initial roll is always π (3.1415).	3.141592654		40%	10	4
"Old-School" Wallace	Robust	A security guard with no first name.	7	1d6 + 1 contact	Sacrifice: While standing, he automatically absorbs fatal attacks against his allies and gets knocked out in their place.	4.5		73.3%	10	7.3
Kenny "New-School"	Robust	A security guard with no last name.	5	1d6 / 2 (rounded up) contact	Stays standing in all situations where he would normally be knocked out; can only be killed.	2	Needs to be 5 because otherwise he'd be impossible to defeat.	13.3%	2.2	0.3
Nerph	Tactical	A fourth grader named Brandy whose mom let her bring TWO Nerf guns. Ojwald's sister.	4	2d6 - 2 non-contact	Picks two targets and rolls 1d6 - 1 for each of them. If there is only one target, attacks them twice. As an enemy, automatically attacks the leftmost brawlers.	5		80%	1.7	1.4
Ojwald	Tactical	A high school junior who wears a black coat and watches anime. He needs to be the most unique person he knows. Nerph's brother.	5	1d6 non-contact	1d6 against each enemy with the same resistance as him.	1.09375		6.7%	2.2	0.1
B12 Bruiser	Lightweight	A vegan who cannot kill enemies despite dealing massive damage. Only here for the Wasabi Peas.	4	1d12 contact	Vegan: Cannot kill enemies. Any enemy they would kill with their attack is only knocked out.	6.5		93.3%	1.7	1.6

Martial Claw	Lightweight	A woman who has grown her finger and toenails into claws.	3	X * 1d4 contact	Bleed Combo: Each time she targets the same enemy in succession, increase the multiplier on her roll by 1. Resets if she targets a different enemy.	3.75	That value assumes she will attack once, and then the same enemy again, resulting in two attacks total.	66.7%	0.6	0.4
Baldra	Robust	Attacks glint off her bald head.	8	1d4 contact	Dazzle: Baldra does not get knocked out in a tie because the reflection from her head blinds her opponent before they can hit her.	2.5		26.7%	10	2.7
The Jolly Rancher	Tactical		5	2d4 non-contact	Appeasement: Attacks two targets for 1D4 each or one target for 2D4. If his targets' attacks have multiple targets, he overrides that; they only attack him.			0%	2.2	0
Good-Arm GRUGG	Tactical		6	1d4 (+ up to 4) rounded up non-contact	Fling: Throw up to 4 KP or SP total at an additional target, consuming the KP or SP in the process. They must all be thrown at the same enemy, but that doesn't need to be her primary target.	2.5		26.7%	3.1	0.8
Beatboxer Ella	Mysterious	Her bulky headphones deafen those who get too close.	6	1d4 (+ 1d6) contact	Amplify: If attacking or defending against a contact attacker, she can roll an additional d6.	3.375		46.7%	3.1	1.4