


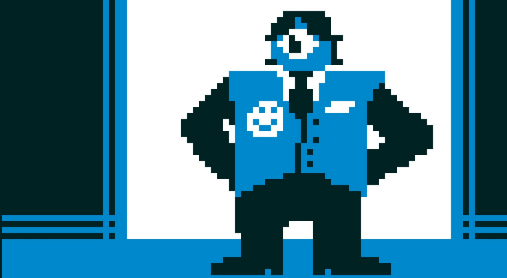


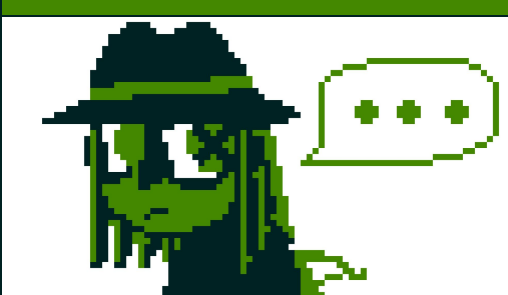



WISPY TIM		MATHEMATICUS		NERPH		GATEWATCHER	
							
<b>1D6</b> 🖐️ Suffocation: If his roll is greater than 3, multiply it by 2.  <i>A haunted plastic bag that blew in from the parking lot. Shy, but determined.</i>		<b>π</b> 🖐️ Willful Ignorance: Don't even bother rolling the dice; his initial roll is always π (3.1415...) plus bonuses.  <i>Knows how to count, but chooses not to. This discipline makes him stronger.</i>		<b>2D6 - 2</b> 🎯 Double Shot: Pick two targets and roll 1D6 - 1 for each. If there is only one target, attack them twice. ⚔️ Attacks the leftmost brawlers.  <i>Ojwald's little sister. In fourth grade. Their mom let her bring TWO Nerf guns.</i>		<b>1D6</b> 🖐️ Sentinel: Redirects fatal attacks and knockouts to the next fighter immediately to the left. (Doesn't loop.)  <i>Each greeting is a test of character. Would she pass her own test?</i>	
3	LIGHTWEIGHT	10	ROBUST	4	TACTICAL	5	MYSTERIOUS
KAATHRYNNE THE PROUD		"OLD-SCHOOL" WALLACE		OJWALD		BRODACIOUS THE LIFTER	
							
<b>XD6</b> 🖐️ Pride: Roll as many D6 as you want, but she is knocked out by embarrassment if any of them is a 1 (counting bonuses). ⚔️ Rolls 3d6.  <i>"I swear I never shop here! They just didn't have it at Traitor Joe's." This is a lie.</i>		<b>1D6 + 1</b> 🖐️ Sacrifice: While standing, he automatically absorbs fatal attacks against his allies and gets knocked out in their place.  <i>A security guard with no first name. Probably for the best; "Wallace" just fits.</i>		<b>XD6</b> 🎯 There Can Only Be One: 1D6 against each enemy with the same resistance as him. (If there is only one potential target, he can attack them regardless of their resistance.) <i>Nerph's older brother. On a quest to become the most unique person alive.</i>		<b>1D6 + X</b> 🖐️ Shoplift: If his opponent's final attack is an even number, add half of it to his final attack.  <i>Lifts weights and shops. Tapir-coded.</i>	
4	LIGHTWEIGHT	7	ROBUST	5	TACTICAL	6	MYSTERIOUS

MART



BRAWL

MART



BRAWL

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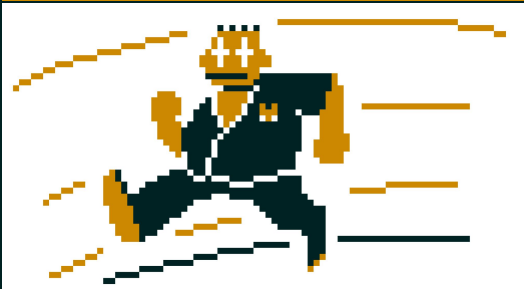


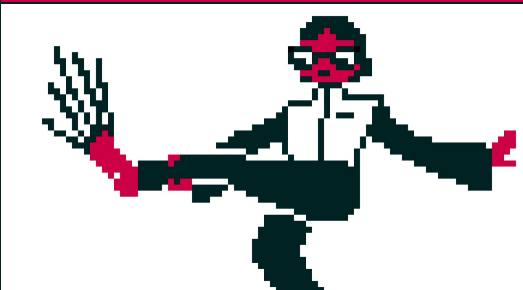


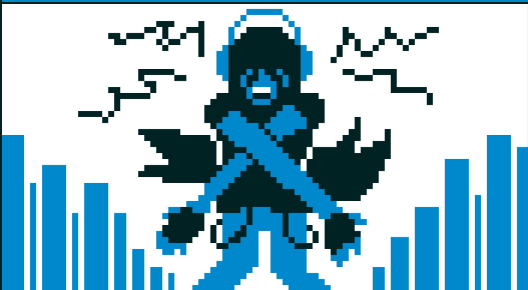


BRAWL

MART



BRAWL

THE B12 BRUISER		KENNY "NEW-SCHOOL"		GOOD-ARM GRUGG		TRAITOR JOE	
							
<b>2D6 - 1</b> 🖐️ Vegan: Cannot kill enemies. Any enemy they would slay with their attack is only knocked out. (Yes, even Kenny.)  <i>Only here to get wasabi peas. Averts their eyes as they pass the deli section.</i>		<b>1D6 / 2</b> 🖐️ Unfazed: Stays standing in all (well, most) situations where he would normally be knocked out; can (usually) only be killed.  <i>A security guard with no last name. "WHERE YOU S'POSED TO BE?"</i>		<b>1D4 + X</b> 🎯 Fling: Throw up to 4 <b>KP</b> or <b>SP</b> total at an additional target, consuming the <b>KP</b> or <b>SP</b> for +1 to her attack roll each. They must all be thrown at her target.  <i>"GRAAH!" Loathes consumerism.</i>		<b>X</b> 🎯 Markup: If his opponent's attack makes contact, he copies it; otherwise, it's 0. Pretend his initial roll is the same as theirs (including matchups).  <i>Buys wares with his employee discount and resells them at his shop.</i>	
4	LIGHTWEIGHT	5	ROBUST	7	TACTICAL	5	MYSTERIOUS
MARTIAL CLAW		BALDRA		THE JOLLY RANCHER		BEATBOXXR BELLA	
							
<b>X * 1D4</b> 🖐️ 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. Start at 1.  <i>It's hard to walk with claws for toenails, but "Marsha" is well-practiced.</i>		<b>1D4 + 1</b> 🖐️ Dazzle: Baldra does not get knocked out in a tie because the reflection from her head blinds her opponent before they can hit her.  <i>Attacks glint off her shiny head. Relaxes by snapping things in half.</i>		<b>2D4</b> 🎯 Appeasement: Attacks two targets for 1D4 each or one target for 2D4. If zir targets' attacks have multiple targets, ze overrides that; they only attack zir. 🔪 Targets the two rightmost brawlers. <i>Stores sour candies in zir hat for bribery.</i>		<b>1D4 + (1D6)</b> 🖐️ Blast Zone: If attacking or defending against a contact attacker, she rolls an additional D6.  <i>Rarely speaks. Her bulky headphones deafen those who get too close.</i>	
4	LIGHTWEIGHT	8	ROBUST	5	TACTICAL	6	MYSTERIOUS

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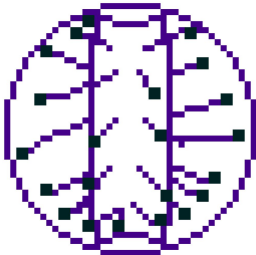






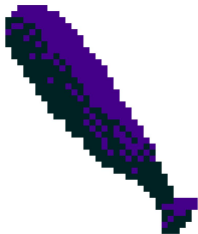

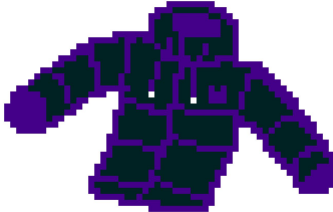






BRAWL

MART



BRAWL

Stretchy Hand	Sportsade	Zorbus Ball	Mood Ring
			
 <p>Sticky Fingers: Steal another brawler's item and equip it in place of this. The brawler does not get their item back after the brawl ends.</p> <p>⚔ Used passively the first time they counterattack a brawler with an item.</p> <p><i>Covered in dust, but looks like it tastes like candy. Please don't put it in your mouth.</i></p>	 <p>Revivment: If the holder is knocked out, they automatically return to standing. If the holder is slain, they automatically return to being knocked out.</p> <p><i>What the hell is "Arctic Charge" supposed to taste like? ... Mint...?</i></p>	 <p>Invulnerability: Multiply the holder's resistance by 2, but divide their final attack roll by 2.</p> <p><i>If you distance yourself from the world, nothing will ever hurt you again.</i></p>	 <p>Color Change: The holder's type becomes the type they have advantage against for as long as this item is held.</p> <p><i>According to the chart, you're currently feeling "romantic," and maybe even a little bit "wrathful." &lt;3</i></p>
Disposable Camcorder	Unsoftball Bat	Zebra-Striped Swimsuit	Puffer Jacket
			
 <p>Replay: Multiply the holder's attack roll by 2.</p> <p>⚔ Used the first time they counterattack.</p> <p><i>The plastic feels flimsy. You have to throw it away after four seconds of recording and buy another.</i></p>	 <p>Batter Up: Add 5 to the holder's attack roll.</p> <p>⚔ Used the first time they counterattack.</p> <p><i>The foam padding has hardened into something indestructible and artificial-smelling. It feels cheap.</i></p>	 <p>Reckless Abandon: The holder's attack roll is multiplied by 2, but their resistance is divided by 2.</p> <p><i>No increase in swimming speed could be worth the shame, but here you are. You're not even in a pool, you sicko.</i></p>	 <p>Insulation: The holder gets +1 resistance while wearing the jacket.</p> <p><i>Cozy, but really loud. You feel like a tent.</i></p>

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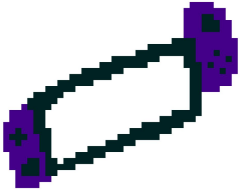

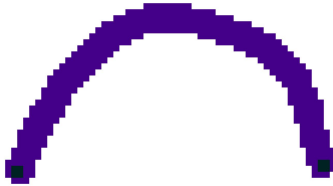
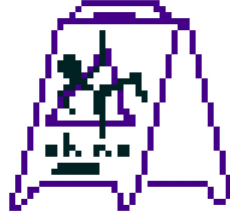
















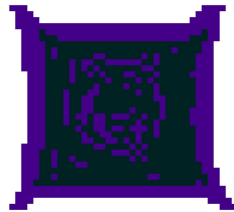











BRAWL

MART



BRAWL



Mimtembo Swidge	Wasabi Peas	Pool Pasta	Wet Floor Sign
			
  Switch: If the holder's original attack is  , it becomes  , and if the holder's original attack is  , it becomes  .	 The Spice of Life: Revive a knocked out or slain ally to standing. The holder cannot revive themselves.  Used on the first ally who is knocked out or slain.  <i>It's made of peas, which means it's healthy, but it's also sold in a cardboard tube, which means it's junk. Very gender.</i>	+ 1    Thwap: Add 1 to the holder's attack roll.  <i>Instinctually, you know you have to hit someone with this.</i>	  Hazard Area: The lowest attack roll wins matchups for as long as this item is held. Affects the entire battlefield.  <i>Watch your step. BRAWL ✖ MART is not responsible for any gruesome injury that may befall you in your haste.</i>
Hard Hat	Airhorn	Army Knife	Throw Pillow
			
 Sacrificial Headbutt: Instantly knock out one enemy as well as the holder.  Used the first time the holder counterattacks.  <i>It's not OSHA-approved, so it doesn't even protect your dignity.</i>	 Warhorn: Revive all knocked out and slain allies at the cost of knocking out the holder (except Kenny).  Used when the holder is the only enemy standing, but not the only enemy in the brawl.  <i>How do they fit such a loud scream in such a tiny can?</i>	- 1  /    Shaky Shank: Subtract 1 from the holder's attack roll, but any attack that hits will slay the target rather than knock them out. Overrides brawler abilities.  <i>If you try to stab with it, the blade just folds in. But maybe you could get it at just the right angle and...</i>	+ 1    Soft: If the holder lands an attack that would slay their target, nothing happens. The target is not slain or knocked out. Overrides brawler abilities.  <i>Kind of uncomfortable when you're sitting on the couch with it, but at least it gives your living room a "pop" of color.</i>

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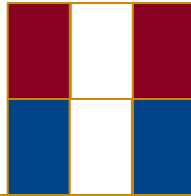


## GROCERY

Gimmick: Each brawler can only attack the brawler directly in front of them.

Reward: The next item you buy from the shop costs only 1 SP.

*The shelves form an impassable barrier.*



## PHARMACY

Reward: Resurrect any brawler you want from the slain enemies discard pile and add them to your hand.

*Have you gotten your flu shot yet?*

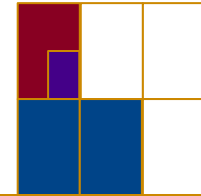


## THE RESTROOM

Respawn here without the TV.

The game ends if you die twice.  
Reward: Choose any item from the items discard pile and add it to your cart.

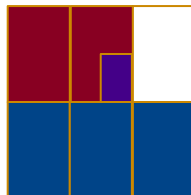
*Only the strong will survive; only the wise will flee.*



## APPAREL

Reward: Add the item the enemy brawler used to your cart, even if it was discarded in the brawl.

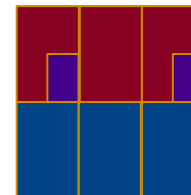
*Who knows? Camo sweatpants just might be your look.*



## ELECTRONICS

Reward: TV (just mark that you got it with a token or something and remove it if you lose a brawl).

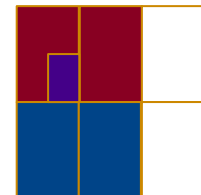
*Isn't the eye of the storm supposed to be calmer?*



## LAWN & GARDEN

Reward: Look through the items draw pile and choose one to discard. Then, shuffle the items draw pile.

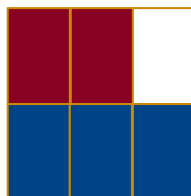
*There's dirt on the floor for some reason.*



## ENTRANCE

Reward: **KP** and **SP** gains from this brawl are multiplied by 2.

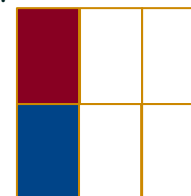
*The carts aren't even slightly organized. It's disgusting.*



## HOME GOODS

Reward: Look through the standing enemies pile and choose one to add to the knocked out enemies pile. Then, shuffle the standing enemies pile.

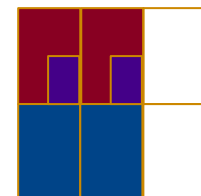
*Sit on the furniture and pretend it's your house.*



## CHECKOUT

Reward: Escape with your life (and hopefully the TV). End the game.

*The cashiers are just about out of sanity.*





**STANDING  
ENEMIES**  
(face down)

**KNOCKED OUT  
ENEMIES**  
(face up)

**SLAIN  
BRAWLERS**  
(face up)

**ITEMS  
DRAW**  
(face down)

**ITEMS  
DISCARD**  
(face up)

When **STANDING ENEMIES** is empty, shuffle **KNOCKED OUT ENEMIES** to replace it. If **KNOCKED OUT ENEMIES** is also empty and all potential enemies have been **slain**, the game ends. At the end of every brawl, each empty item slot below restocks from **ITEMS DRAW**. If **ITEMS DRAW** is empty, shuffle **ITEMS DISCARD** and replace it. If empty, continue playing with no items.



**ITEM**  
↓ **1 SP** ↓  
(face up)

**ITEM**  
↓ **2 SP** ↓  
(face up)

**ITEM**  
↓ **3 SP** ↓  
(face up)