(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Rock (Brick-Wall)
A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Rock (Brick-Wall)
A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	2d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Chopper (Cheap Shot)
A malicious defender who relies on cynical fouls and hidden rule-breaking rather than athletic ability to stop opponents.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	2d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Chopper (Cheap Shot)
A malicious defender who relies on cynical fouls and hidden rule-breaking rather than athletic ability to stop opponents.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

2d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Roadrunner (Burner)
A pure speed merchant whose entire game relies on explosive acceleration and straight-line velocity.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

2d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Roadrunner (Burner)
A pure speed merchant whose entire game relies on explosive acceleration and straight-line velocity.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	2d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Pinger (Sharpshooter)
A master passer & shooter possessing elite precision and incredible vision to accurately distribute the ball across long distances.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	2d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Pinger (Sharpshooter)
A master passer & shooter possessing elite precision and incredible vision to accurately distribute the ball across long distances.

(Player Name)



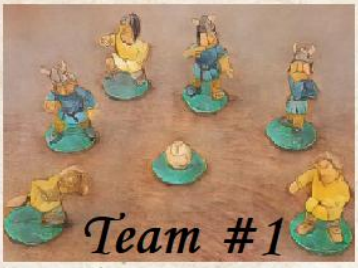
5 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Diver (Faker)
A theatrical attacker who uses deception and exaggerated falls to trick the referee into awarding fouls.

Medball Bum



Medball Bum



Medball Bum



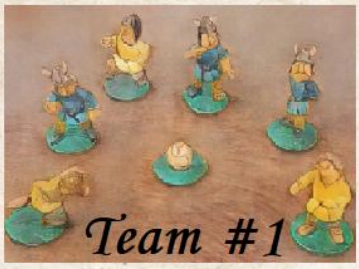
Medball Bum



Medball Bum



Medball Bum



Medball Bum



Medball Bum



Medball Bum



(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Rock (Brick-Wall)
A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
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A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	2d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

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2d6	1d6	1d6	1d6
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2 / ____ (Hits/Wounds)

1d6	2d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
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A master passer & shooter possessing elite precision and incredible vision to accurately distribute the ball across long distances.

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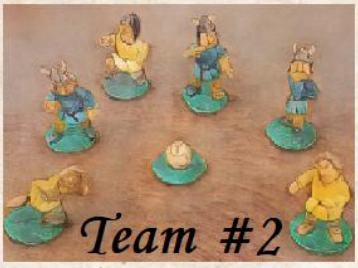
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2 / ____ (Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
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A theatrical attacker who uses deception and exaggerated falls to trick the referee into awarding fouls.

Medball Bum



Medball Bum



Medball Bum



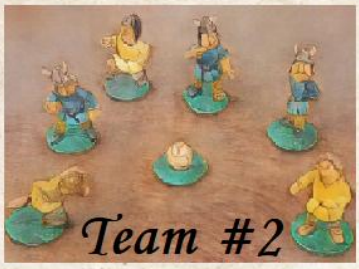
Medball Bum



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Medball Bum



Medball Bum



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(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6 (Speed)	1d6 (Shoot)	1d6 (Scrap)	2d6 (Salt)

Player Type:
Rock (Brick-Wall)
A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6 (Speed)	1d6 (Shoot)	1d6 (Scrap)	2d6 (Salt)

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2 / ____ (Hits/Wounds)

1d6 (Speed)	1d6 (Shoot)	2d6 (Scrap)	1d6 (Salt)

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Chopper (Cheap Shot)
A malicious defender who relies on cynical fouls and hidden rule-breaking rather than athletic ability to stop opponents.

(Player Name)



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2 / ____ (Hits/Wounds)

1d6 (Speed)	1d6 (Shoot)	2d6 (Scrap)	1d6 (Salt)

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(Player Name)



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2 / ____ (Hits/Wounds)

2d6 (Speed)	1d6 (Shoot)	1d6 (Scrap)	1d6 (Salt)

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6 (Luck)

2 / ____ (Hits/Wounds)

2d6 (Speed)	1d6 (Shoot)	1d6 (Scrap)	1d6 (Salt)

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6 (Luck)

2 / ____ (Hits/Wounds)

1d6 (Speed)	2d6 (Shoot)	1d6 (Scrap)	1d6 (Salt)

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6 (Luck)

2 / ____ (Hits/Wounds)

1d6 (Speed)	2d6 (Shoot)	1d6 (Scrap)	1d6 (Salt)

Player Type:
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A master passer & shooter possessing elite precision and incredible vision to accurately distribute the ball across long distances.

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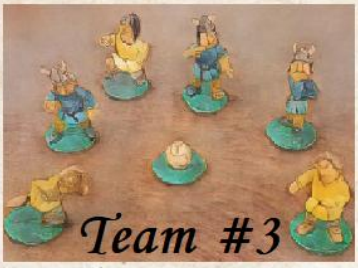
5 (Luck)

2 / ____ (Hits/Wounds)

1d6 (Speed)	1d6 (Shoot)	1d6 (Scrap)	1d6 (Salt)

Player Type:
Diver (Faker)
A theatrical attacker who uses deception and exaggerated falls to trick the referee into awarding fouls.

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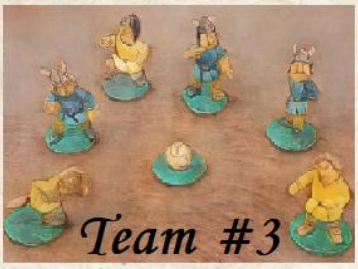
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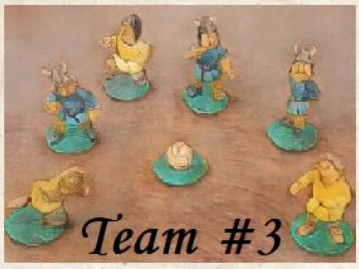
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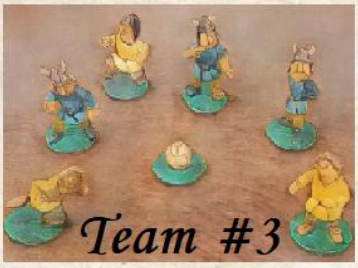
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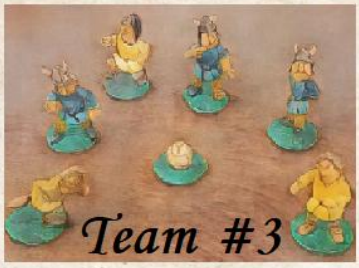
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(Player Name)



6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Rock (Brick-Wall)
A passive defensive obstacle focused on spatial denial, they use their body strength to shield the ball, and act as a literal shield in front of the goal.

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6 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	2d6
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2 / ____ (Hits/Wounds)

1d6	1d6	2d6	1d6
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Player Type:
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A malicious defender who relies on cynical fouls and hidden rule-breaking rather than athletic ability to stop opponents.

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2d6	1d6	1d6	1d6
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Player Type:
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2 / ____ (Hits/Wounds)

2d6	1d6	1d6	1d6
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Player Type:
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2 / ____ (Hits/Wounds)

1d6	2d6	1d6	1d6
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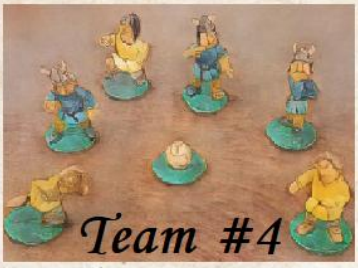
5 (Luck)

2 / ____ (Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Diver (Faker)
A theatrical attacker who uses deception and exaggerated falls to trick the referee into awarding fouls.

Medball Bum



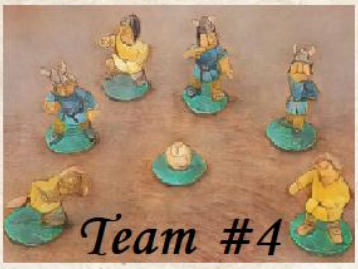
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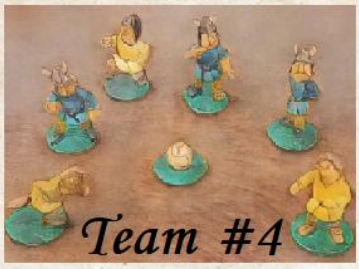
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(Player Name)



5
(Luck)

2 / ____
(Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
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A theatrical attacker who uses deception and exaggerated falls to trick the referee into awarding fouls.

(Player Name)



6
(Luck)

3 / ____
(Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Joe Bloggs (Average Joe)
A functional utility player who executes basic footballing (soccer) tasks reliably without any flashy skill or elite athleticism.

(Player Name)



6
(Luck)

3 / ____
(Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
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(Player Name)



6
(Luck)

1 / ____
(Hits/Wounds)

2d6	2d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

Player Type:
Ham (Show-off)
The Ham is a flamboyant entertainer who prioritizes technical flair, trickery, and crowd-pleasing skills over efficient team play.

(Player Name)



____
(Luck)

____ / ____
(Hits/Wounds)

____	____	____	____
(Speed)	(Shoot)	(Scrap)	(Salt)

(Player Name)



5
(Luck)

2 / ____
(Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Scrap)	(Salt)

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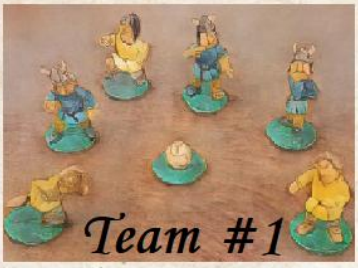
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(Speed)	(Shoot)	(Scrap)	(Salt)

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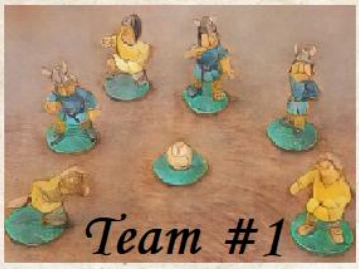
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(Player Name)



5
(Luck)

2 / ____
(Hits/Wounds)

1d6	1d6	1d6	1d6
(Speed)	(Shoot)	(Serap)	(Salt)

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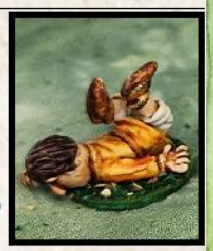


____
(Luck)

____ / ____
(Hits/Wounds)

(Speed)	(Shoot)	(Serap)	(Salt)

(Player Name)



5
(Luck)

2 / ____
(Hits/Wounds)

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(Luck)

3 / ____
(Hits/Wounds)

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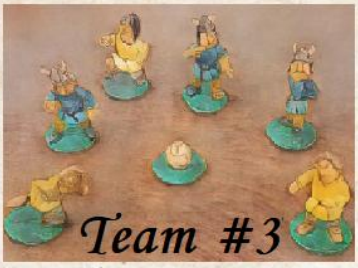
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(Luck)

1 / ____
(Hits/Wounds)

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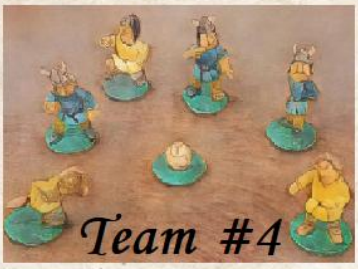
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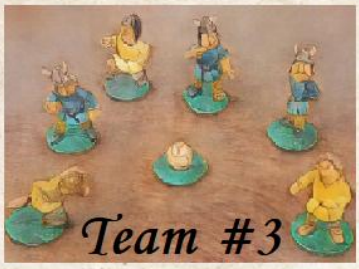
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