

Red cards - Not sure about

Characters

A.1

Steak sauce robot

Counters other abilities

Bounty: 4

Amy

Gold-digger

Take a coin from a player (hand or equip)

Bounty: 6

Billy

Lumberjack

Equip 2 things (Whenever something happens to 1 equipment, it happens to both)

Bounty: 5

Dan

Dwarf

Pick up the map card you are standing on without putting any card down in it's place. (No Pick-up effects occur)

Bounty: 2

Greg

Ghost

Teleport to anywhere on the map (Except holes)

Bounty: 5

Joe

(Mediocre Businessman)

Anyone in the vicinity can buy/equip

Bounty: 3

Kirk

Shape-shifter

Copy the ability of one player's character before the game starts

Bounty: The copied characters bounty

Lily

Thief

Take a supply card from a player (hand or equip)

Bounty: 6

Gramps

Old Man

Summon a dog (the dog has the same equip as you, moves on it's own and goes away when someone steps on it (after equipment activates though).)

Bounty: 4

Sandy

Vampire

Take a card from the graveyard.

Bounty: 5

Steve

Gambler

Flip a coin: Heads, switch hands with a player of your choice. Tails, throw a card in the grave.

Bounty: 4

Paul

Magician

Take an equip card from another player.

Bounty: 6

TBD

Assassin

Discard a coin card and make someone in your vicinity discard 3 cards?

(I think the assassin should get better with the less cards he has in his hand)

Bounty: 6

TBA

Fisherman

Get a hook item. Put it in the map. If someone reveals it, you go to their location and your equipped item activates, twice.

Bounty: TBA

Gold

Gold Coin

Value 1

Gold Bar

Value 3

Supplies

Offensive:

Named Sword (got to think of a name)

Pick-up: Do nothing

Equip: Look at players hand and take a card.

Sword

Pick-up: Do nothing

Equip: opponent discards equipment, equipment doesn't activate.

Hand Grenade

Pick-up: Discard a card

Equip: make a player discard 3 cards. (hand or equip)

Woman's Purse

Pick-up: Show your hand to another player

Equip: Look at a players hand and take a coin card from them. (hand only)

Treasure Chest

Pick-up: Take a coin from the graveyard and then put the treasure chest card in the graveyard.

Equip: player you land on discards all coin cards. (hand only)

Plunger or Whip

Pick-up: TBD

Equip: Take opponents equipment

Ugly Teddy Bear (or another name?) (poop-on-a-stick)

Pick-up: Does nothing

Equip: Move half your dice roll. Give it to whoever you land on. You can't un-equip the Teddy.

Dark Shovel

Pick-up: TBD

Equip: Take a card from the top of the graveyard

Defensive:

Named Shield (got to think of a name)

Pick-up: Do nothing

Equip: Every player, not in your vicinity, discards a card during each of your turns.

Shield

Pick-up: Do nothing

Equip: Destroy opponents equipment

Bomb

Pick-up: Discard a card

Equip: Make a player discard a card (**one-time use?**)(hand or equip)

Support:

Named Support (got to think of a name)

Pick-up: Do nothing

Equip: No abilities can be activated as long as this is equipped.

Whiskey

Pick-up: Discard a coin card (if you have one in hand)

Equip: Move on every players turn (use the same dice roll they roll and move before that player moves)

Rock

Pick-up: Discard your equipment

Equip: Throw it at the nearest player to make them discard their equipment (one-time use)

Shovel

Pick-up: TBD

Equip: Reveal all cards picked up. Pick up cards without putting cards back down. Breaks when you reveal a non-coin card.

Catapult

Pick-up: Can't move next turn

Equip: discard a card and use its equip ability on the closest opponent (can use multiple times in a turn)

Groundy the Groundhog

Pick-up: Every player draws a card from the top of the graveyard!

Equip: do nothing

Magic Putty

Pick-up: Does nothing

Equip: Becomes the same equipment another player on the map has

Heavy Shovel (Plow)

Pick-up: TBA

Equip: Roll a die and instead of moving that turn, draw cards equal to half the roll, rounded up. Breaks if a 6 is rolled. Can't be used in holes.

Spy-glass (maybe some other name)

Pick-up: Does nothing

Equip: pick-up abilities don't effect the holder

Medusa's Ass Cheeks

Pick-up: TBA

Equip: Player in vicinity can't move next turn? or take a non-coin card

Victory:

"Get Out of Prison" Freedom Cards - Cost 3 gold