**Characters:**

A.1

Steak sauce robot

Counters other abilities

Bounty: 4

Amy

Gold-digger

Take a coin from a player (hand or equip)

Bounty: 5

Billy

Lumberjack

Equip 2 things (Whenever something happens to 1 equipment, it happens to all of his)

Bounty: 3 (might change this)

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: 4

Greg

Ghost

Teleport to anywhere on the map (Except holes)

Bounty: 3

Joe

Normal Guy

Shuffle the Map (Place all character cards wherever you want, not sure if equipments activate or not yet)

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: 5

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: 6

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: 6

Paul

Magician

Take an equip card from another player.

Bounty: TBD

TBD

Assassin

When you use your ability card, you get a knife equipment with the effect: land on a player and discard two of their cards.

Bounty: 6

TBD

Ventriloquist

Control a players movement step

Bounty: TBD

**Gold:**

Gold Coin

Value 1

Gold Bar

Value 3

**Supplies:**

**Offensive:**

Sword

Pick-up: do nothing

Equip: opponent discards equipment

Hand Grenade

Pick-up: discard a card

Equip: make a player discard a card

Woman's Purse

Pick-up: Show your hand to another player

Equip: Look at a players hand and take a coin card from them

Treasure Chest

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

Equip: take a coin from the graveyard (possibly)

Grave Shovel

Pick-up: TBD

Equip: Take a card from the top of the graveyard

**Defensive:**

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?)

**Support:**

Whiskey

Pick-up: discard a coin card (if you have one)

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

Rock

Pick-up: discard your equipment

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

Shovel

Pick-up: TBD

Equip: Pick up cards without putting cards back down (Not sure when it breaks yet)

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)

TBD

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

Equip: do nothing

TBD

Pick-up: TBD

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

TBD

Pick-up: TBD

Equip: Roll die and draw cards instead of moving

Spy-glass (maybe some other name)

Pick-up: do nothing

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

**Victory:**

Cost 3 gold

**Artifacts:**

See no evil (maybe we can change the name)

Pick-up: do nothing

Equip: take a card from the player's hand

value: 1

Speak no evil (maybe we can change the name)

Pick-up: do nothing

Equip: Nobody can use their abilities while this is equipped

Value: 1