



Any character with the ***Faction (Gifted)*** keyword can be taken in any gang.

Any character with the ***Faction (Gifted)*** keyword may use this ***Command Ability***:

### What's My Cue?

#### **PULSE Command Ability**

Use this Command Ability at the start of the round, before rolling initiative.

The character you have chosen to roll initiative uses this ability.

Instead of rolling, you decide which player gets to take first turn this round.



## Il Capitano

### Keywords

- Faction (*Gifted*)
- Leader
- Unique
- *Commedia dell'Arte*

### Character Abilities

- Brawler (2)
- Expert Offence (2)

3 Actions	13 Life	3 Will	4 Command	30 Size	19 Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Greatsword	1"	-	+2	-	Two-handed

### Stage Manager

#### PULSE Command Ability

2 friendly characters within line of sight may make an immediate Run/Climb action. This movement cannot be used to move into or out of base contact with an enemy.

### Troupe Leader

All friendly characters with the *Commedia dell'Arte* keyword gain **Companion (Il Capitano)** as long as this character is on the board.

Remember, that Companion characters **must** use the MIND value of their Companion, even if its lower (only Il Capitano thinks he's a great leader).



**La Signora**

## Keywords

- Faction (*Gifted*)
- Leader
- Hero
- Unique
- *Commedia dell'Arte*

## Character Abilities

- Bulky
- Parry (2)

3	15	5	3	40	18
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	3	3	3
Weapon	Range	Evasion	Damage	Penetration	Abilities
Costume Pistol	6"	-	-	-	Black Powder, Harmless, Knockback
Rapier	0"	-	-	-1	-

## Search of Satisfaction

### PULSE Command Ability

Add up every character (friendly or enemy) within 3" of this character. She replenishes that many **Will Points**.

## Cheat

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword. However, if the gang contains **Il Capitano**, this character loses the *Leader* keyword.

## All Eyes On Me

For every friendly character in line of sight to this character (including this character) at the start of the round, add a re-roll to your **All Eyes On Me Pool**.

Until the end of the round, any friendly character may use these re-rolls on any roll - one re-roll per dice.



**The Duke**

3	13	2	2	30	22
Actions	Life	Will	Command	Size	Duels
Movement	Dexterity	Attack	Protection	Mind	
4	5	5	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

## Keywords

- *Faction (Gifted)*
- *Leader*
- *Hero*
- *Unique*

## Character Abilities

- Aerial Attack
- Bodyguard (*Henchman*)
- Expert Offence (2)
- Infiltration

### Disappear - 2AP

If this character is in base contact with any enemy characters, it may Disappear in a cloud of smoke.

All characters in base contact are counted as being hit with a weapon with the **Smoke** ability.

Place the Duke anywhere out of base contact within 12". This does **not** cause Attacks of Opportunity.

### Inspiring Hero

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword. However, if there is another character with the *Leader* keyword, this character loses the *Leader* keyword.



## The Aberration

Actions	2	Life	22	Will	4	Size	50	Duels	23
Movement	4	Dexterity	4	Attack	5	Protection	3	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Monstrous Tentacles	3"	+1	+1	-	Stun				

### Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

### Character Abilities

- Berserk
- Bulky
- Mindless

### Slavering Horror

When this character makes **Combat**, **Drown**, or **Grapple** actions, it may re-roll any failed dice rolls (remember, you cannot re-roll the **Destiny** dice).

Yes, even against **Brave** characters!



**Artisan Elena**

2  
Actions      12  
Life

30  
Size      17  
Ducats

Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Claws	0"	-	-	-1	-

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Vampire*

## Character Abilities

- **Vampiric Attack (1)**
- **Frenzied**

### Fanged Visage

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

For the entirety of the game that character gains one of the following:

- **Frenzied** and **Vampiric Attack (2)** but reduce **Will Points** to 0
- **First Strike (1)** and **Vampiric Attack (1)**

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.



**Black Spectre**



Actions

30

Life



Size

30

Ducats

Movement	Dexterity	Attack	Protection	Mind
4	4	6	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spectral Touch	0"	-	-	-	-

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- Bulky
- Ethereal
- Fear (-2)
- Flight
- Mindless

## Supernatural

When making **Protection Rolls** against Spectral Touch, the target must use their **MIND** value instead of their **PROTECTION** value.

If the character failed their **Fear** test, they must re-roll any Aces.



**Burattino**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- Engage
- Expert Offence (3)
- Hunter
- Mindless
- Vampiric Attack (2)

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	1	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Carving Knife	0"	-	-	-	-

## Diminutive

This character counts all base sizes as larger than it. This affects **Hunter**, Grappling, and Drowning, for example.



Fadhila

3	12	6	30	19	
Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	5	3	4	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- Faction (*Gifted*)
- Hero
- Unique
- Discipline (*Divinity*, *Fateweaving*)

## Character Abilities

- Expert Sorcerer (1)
- Mage (2)

### Protective Bubble - 1AP

Pick a number from 1-6.

Until the end of the round, any characters (friendly and enemy) gain **Universal Shielding (4)** and **Expert Protection (4)** while within that many inches of Fadhila.



**Fate**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Runes of Sovereignty, Blood Rites, Fateweaving)*

## Character Abilities

- Ethereal
- Expert Sorcerer (2)
- Mage (2)

2	14	5			
Actions	Life	Will			
Movement	Dexterity	Attack	Protection	Mind	
4	4	2	3	5	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Book of Destiny	0"	-	-	-	-

### The Other Side of the Coin - 1AP

If both Fate and Justice are on the board (as friendly characters), swap their positions.

### Aura of Inevitability - 1AP

Pick an enemy character in line of sight within 6" and make an **Opposed Mind Roll**.

If successful, the target loses **2 Will Points** and **2 Life Points**, and this character replenishes **2 Will Points**.



## Francisco De Lorme

### Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Blood Rites, Wild Magic)*

### Character Abilities

- Mage (1)
- Expert Sorcerer (1)

Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
4	3	2	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	-	-	-	-

### Take the Oath

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.

For the entirety of the game that character increases their starting **Will Points** by 2 and gains **Companion (Francisco De Lorme)**. Any friendly character within 6" and line of sight of them may use that character's **Will Points** as if they were their own.



## Harbinger's Reflection

### Keywords

- Faction (*Gifted*)
- Hero
- Unique

### Character Abilities

- Ethereal
- Mindless
- Universal Shielding (3)

Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	3	2	3	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Shattered Touch	0"	-	-	-4	-

### A Light in the Dark

Every time another character uses 2 of their own **Will Points** (and not those from other characters) in a single action, this character replenishes **2 Will Points**.

Additionally, this character may use more than **2 Will Points** to increase a roll.

### Reflected Reality

Unless this character has been killed, every time you draw any **Agendas**, draw one extra, take a look, and then discard one.



**Harlequin**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Acrobatic (3)
- Slippery

Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
5	7	4	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

### Mischievious

Whenever an enemy character uses a **Will Point** within 3" of this character, roll a dice.

On a **7+** the **Will Point** is still discarded, but there is no effect.

### Maximum Fastness

This character cannot have more than a +1 modifier to its **DEXTERITY** (e.g. due to Evasion or Reactions). Dice gained through spending **Will Points** are unaffected.



**Il Mentore**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Trade*

## Character Abilities

- Slippery (2)
- Pickpocket

Actions	Life	Will	Size	Dueats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	-	+1	+1	-

## Mask of Many Faces

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

For the entirety of the game that character gains one of the following:

- Pickpocket and Slippery (2)
- Aerial Attack and Infiltrate

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.



Innamorati

3	12	4	30	13	
Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)
Sword	0"	-	+1	-	-

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Parry (1)

### Till Death Do Us Part

When this character is reduced to **5 Life Points** or less, it gains **+2 ATTACK** and **Mindless**.



**Justice**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- Ethereal

2	14	5	30	18	
Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	4	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword of Balance	1"	-	+1	-4	Two-handed

### The Other Side of the Coin - 1AP

If both Fate and Justice are on the board (as friendly characters), swap their positions.

### Justice Served

During deployment, pick 1 enemy character. Justice re-rolls all failed dice rolls when making **Combat** actions against this character, including the Destiny Dice!



**Marco Leontus**

2	12	2	1	30	15
Actions	Life	Will	Command	Size	Ducats
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload (2)

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

### The Mask Makes the Noble

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.

For the entirety of the game that character gains one of the following:

- Increase their starting **Command Points** by 2
- **Boat Crew** and **Bodyguard (Leader)**



**Master Gerhard**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- Universal Shielding (3)

<b>Actions</b>	<b>Life</b>	<b>Will</b>	<b>Size</b>	<b>Ducats</b>	
2	12	2	30	16	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Forge Hammer	0"	+1	+1	-	-

## Armourer

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

For the entirety of the game that character gains one of the following:

- Universal Shielding (2)

- Whenever this character makes a **Combat** action against a character with **0 Will Points** remaining, if the attack deals at least 1 Damage, increase the damage caused by 1 (before any **PROTECTION** rolls).

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.



Maria Fioritura

## Keywords

- Faction (*Gifted*)
- Hero
- Unique
- Discipline (*Runes of Sovereignty, Fateweaving, Wild Magic*)

## Character Abilities

- Expert Sorcerer (1)
- Mage (2)

Actions	2	Life	12	Will	6	Size	30	Ducats	18		
Movement	4	Dexterity	4	Attack	2	Protection	3	Mind	4		
Weapon	Paintbrush	Range	0"	Evasion	-	Damage	-	Penetration	+1	Abilities	-

Maria Fioritura may use the following unique Magic Spell. This spell cannot be used by other characters. She knows this in addition to any other spells.

### Creative Creation

Cost: 2      Difficulty: 7

Place 1 Painted Protector anywhere within 3" of this character. A Painted Protector counts as a friendly character and may take a turn that round as normal.



## Painted Protector

2  
Actions      8  
Life

30  
Size

Movement	Dexterity	Attack	Protection	Mind	
4	4	3	6	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

### Keywords

- Faction (*Gifted*)

### Character Abilities

- Expert Protection (2)
- Universal Shielding (4)

### Watered Down

At the end of the round, if this character is in water, it is killed.

### Work of Art

This character cannot be chosen as part of a gang, and gives no Victory Points if killed. In addition, if this character is killed, the Maria Fioritura that created it replenishes **1 Will Point**.



Actions	2	Life	11	Will	2	Size	30	Duels	17
<b>Movement      Dexterity      Attack      Protection      Mind</b>									
	4		4		3		3		2
<b>Weapon      Range      Evasion      Damage      Penetration      Abilities</b>									
Bronze Chisel	0"	-	-	-	-	Aquatic			

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- **Fear (0)**
- **Water Creature**

### Mask of Dagon

At the beginning of the game, before deployment, select another friendly character to wear one of this character's Masks.

For the entirety of the game that character gains one of the following:

- **Water Creature** and the *Monster* keyword
- **Fear (0)** and +1 ATTACK

A character can only be given a single Mask. *Unique* characters without *Faction (Gifted)* and *Mindless* characters cannot be given a Mask.



## The Mask Maker

### Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

### Character Abilities

- Concealment (+1)

Actions	Life	Will	Size	Dueats
Movement	Dexterity	Attack	Protection	Mind
4	4	4	4	3
Weapon	Range	Evasion	Damage	Penetration
Pliers	0"	-	-	-
				Abilities
				-

### Split Personalities

At the start of this character's turn, he puts on a mask. Pick one of the following for the Mask Maker to gain until the start of his next turn:

- Fear (-2)
- Slippery
- Vampiric Attack (2)
- Water Creature



White Dove

3 14 2  
Actions Life Will

40 21  
Size Ducats

Movement	Dexterity	Attack	Protection	Mind
5	5	4	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dove's Kiss	8"	+1	-	-	Knockback, Reload (2)

## Keywords

- Faction (*Gifted*)
- Hero
- Unique

## Character Abilities

- Expert Marksman (2)
- Flight

### Blinding Flash - 2AP

Place the Blast marker on White Dove. Every enemy character at least partially touched by it receives a **Stunned** counter.



**Zovena Vela**

## Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

## Character Abilities

- **Brave**
- **Pickpocket**
- **Slippery**

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	5	3	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fireball	8"	-	+2	-2	Black Powder, Two-handed, Reload (2)
Fiery Explosion	0"	-	+2	-7	Black Powder, Blast, Reload (1)

## Self-Immolate

When making a Combat action with Fiery Explosion, centre the Blast marker on Zovena Vela herself.

She is hit by this attack like anyone else touched by the marker.



Brighella

Actions	2	Life	11	Will	2	Size	30	Duels	13
Movement	4	Dexterity	4	Attack	3	Protection	2	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Atrezzo Crossbow	30"	-	-	-1	Reload (2), Two-handed				

## Keywords

- Faction (*Gifted*)
- Henchman
- Unique
- *Commedia dell'Arte*

## Character Abilities

- Expert Marksman (1)

### Always Scheming

When a friendly character with the *Leader* keyword uses a **Command** while in line of sight, Brighella gains **1AP** until the end of the round.

Remember that no character can use more than **3AP** in one round!



Colombina

Actions 2 Life 11 Will 2

Size 30 Ducats 10

Movement	Dexterity	Attack	Protection	Mind
4	4	3	2	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Gilded Mirror	0"	-	-	-	-

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

## All According to Plan

Colombina has a plan, and provided everyone plays their role, it'll all work out in the end.

Once per round, when any character with line of sight to this character (including herself) is about to make a roll with at least 1 dice, you can decide to score a **single Ace** instead of rolling.



Coviello

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
5	4	3	2	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Prop Sword	0"	-	-	-	-

## Keywords

- Faction (*Gifted*)
- Henchman
- Unique
- *Commedia dell'Arte*

## Character Abilities

- Acrobatic (2)

### Annoying Tune

All enemy characters have **-1 DEXTERITY** while within 3" of Coviello.

However, all enemy characters within 3" may re-roll 1 failed dice roll in **Combat** actions when Coviello is the target.



## The Demolitionist

### Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*

### Character Abilities

- Berserk
- Expert Marksman (2)
- Mindless

Actions	2	Life	11	Will	2	Size	30	Duels	13
Movement	4	Dexterity	4	Attack	3	Protection	3	Mind	1
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Bomb	6"	+1	+2	-	Black Powder, Blast, Reload (1)				

### Deathwish

This character may not make Unarmed Combat actions.

Additionally, any failed Combat actions with Bombs always count as fumbles.



## Escaped Madman

Actions	Life	Will	Size	Duckets
Movement	Dexterity	Attack	Protection	Mind
4	4	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Tentacled Rebar	1"	+1	+1	-	Knockback

### Keywords

- Faction (*Gifted*)
- Henchman
- Unique

### Character Abilities

- Expert Grappler (3)
- Mindless

### Shattered Nexus

When this character is reduced to **0 Will Points**, after the current action is finished, place the Blast Marker over its head.

Every character under the marker (including this one) takes **3 Damage**, with **Protection Rolls** as normal. If this character survives, it replenishes **3 Will Points**.



**Il Dottore**

Actions   
 Life   
 Will

Size   
 Dueats

Movement	Dexterity	Attack	Protection	Mind
4	4	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Wine Bottle	0"	-	-	-	Stun

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Engage

### Bored to Inaction

Any character (friendly or enemy) within 3" of Il Dottore must listen to him drone on.

These characters do **not** benefit from any **Commands** used on them, including any **Command Abilities** they may be in range of.

Il Dottore finds himself extremely interesting, and so can be the target of **Commands** as normal.



Mezzetino

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Parry (1)

Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
4	4	3	3	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

## Vindictive

If an enemy character causes damage to Mezzetino (before Protection Rolls), he may re-roll any failed dice rolls for **Combat** actions against that character for the rest of the game, including the **Destiny Dice**.



Pantaleone

Actions	2	Life	10	Will	2	Size	30	Ducats	10
Movement	4	Dexterity	4	Attack	3	Protection	2	Mind	3
Weapon	Range	Evasion	Damage	Penetration	Abilities				
Smoke Bomb	6"	+1	0	-	Blast, Harmless, Smoke, Reload (1)				

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Pickpocket

## Hoarded Wealth

At the end of each round, if this character hasn't used any **Will Points** during that round, he gains **1 Will Point**. This can take him above his starting number.



Actions	Life	Will	Size	Ducats	
Movement	Dexterity	Attack	Protection	Mind	
5	5	2	2	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

## Character Abilities

- Slippery

### Confusing Exit

When this character successfully disengages, any enemy characters that were in base contact receive a **Stunned** counter.



## Starspawn

2	14	3	40	15	
Actions	Life	Will	Size	Duels	
Movement	Dexterity	Attack	Protection	Mind	
4	5	4	4	2	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Fanged Tentacles	2"	-	+1	-	Aquatic

### Keywords

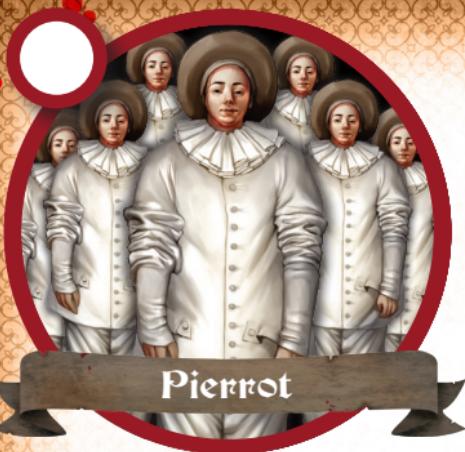
- Faction (*Gifted*)
- Henchman
- Unique

### Character Abilities

- Mindless
- Primitive
- Vampiric Attack (2)

### Thirsty

Any time a friendly or enemy character successfully casts a Magic Spell, after resolving all effects, this character replenishes **1 Will Point**.



Pierrot

2 8  
Actions Life

30 8  
Size Dueats

Movement	Dexterity	Attack	Protection	Mind	
4	4	3	2	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

## Keywords

- *Faction (Gifted)*
- *Henchman*
- *Commedia dell'Arte*

## Everyman

If a friendly character is charged within 6" of one or more characters with this rule, you may choose to swap them with one friendly Pierrot that isn't in base contact with an enemy. This is done before any Attacks of Opportunity.

Turns out it was Pierrot all along!