

The Mask Maker



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pliers	0"	-	-	-	-

Keywords

Faction (*Gifted*), Hero, Human, Unique

Character Abilities

- Concealment (+1)

Command Ability: *A Face For Every Occasion*

This character adds 2 to either Movement, Attack, Dexterity, Mind, or Protection until the start of its next activation.

Split Personalities

At the start of this character's activation, pick one of the following for it to gain until the start of its next activation: Fear (3), Slippery (3), Vampiric Attack (3), or Water Creature. This character may only use its Command Points on its own Command Ability.

The Artist



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Paint Brush	0"	-	-	+1	-

Keywords

Faction (*Gifted*), Hero, Human, Unique, Discipline (*Fateweaving*, *Runes of Sovereignty*)

Character Abilities

- Expert Sorcerer (1)
- Mage (2)
- Slippery (2)
- Universal Shielding (3)

Painted Protectors

Once per activation, this character may use 1 Will Point to place a character in base contact that was previously removed from the game. This character functions exactly as it did before, except it gains Bodyguard (The Artist), has a MIND value of 1, and 4 Life Points. If this character ever ends its activation further than 3 inches from The Artist, it is removed

from the game. Each character can only be brought back in this way once.

The Duke



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	5	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-
Pistol	8"	+1	-	-1	Black Powder, Reload (1)
Smoke Bomb	6"	+1	-	-	Blast, Harmless, Smoke

Keywords

Faction (Gifted), Hero, Human, Unique

Character Abilities

- Acrobatic (1)
- Bodyguard (Hero, Henchman)
- Expert Offence (2)
- Infiltration
- Slippery (2)

Command Ability: Disappear Into Darkness

When this character attacks with a smoke bomb, use this Command Ability. Remove this character and place them anywhere out of Base Contact within 12". This placement cannot cause Attacks of Opportunity.

White Dove



3

Actions

15

Life

5

Will

30

Size

24

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
6	5	5	4	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dove's Kiss	8"	+1	-	-2	-

Keywords

Faction (*Gifted*), Hero, Human, Unique

Character Abilities

- Expert Protection (2)
- Expert Marksman (2)
- Flight

Radhila



Actions

Life

Will

Command

Size

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	Aquatic

Keywords

Faction (*Gifted*), Hero, Human,
Unique, Discipline (*Divinity, Runes of
Sovereignty*)

Character Abilities

- Expert Sorcerer (1)
- Mage (2)
- Universal Shielding (4)

Command Ability: Protective Bubble

Pick a number between 1-6. Any characters (friendly and enemy) within that many inches gain Universal Shielding (4), and Expert Protection (4) until the end of the round.

Fate



Keywords

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

Character Abilities

- Ethereal
- Expert Sorcerer (1)
- Mage (2)
- Mindless
- Universal Shielding (3)



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	3	5	6	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Book of Destiny	0"	-	-	+1	-

Command Ability: *Aura of Inevitability*

Pick an enemy in line of sight within 6". Make an Opposed Mind Roll. If successful, the target loses 2 Will Points and 2 Life Points, and this character gains 2 Will Points.

The Same Coin

If choosing Fate for your gang, you must also include Justice.

The Other Side

You may only have 1 character with this ability on the board at any time;

do not deploy any others at the start of the game. At the start of each round, provided the other character hasn't been killed, you may choose to place it within 1" of this character and then remove this character from the board. If this character is killed and the other hasn't been, place the other character within 1" before removing this one. Life Points, Will Points, and Command Points are retained when a character is removed from play by this rule.

Harlequin



Actions



Life



Will



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	8	5	1	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Short Sword	0"	+1	+1	-	-

Keywords

Faction (*Gifted*), Hero, Human, Unique

Character Abilities

- Acrobatic (3)
- Infiltration
- Pickpocket
- Slippery (3)

Il Capitano



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	5	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Greatsword	2"	+1	+2	-	Two-handed

Keywords

Faction (*Gifted*), Leader, Human, Unique, Commedia dell'Arte

Character Abilities

- Brave
- Brawler (1)
- Expert Offence (2)
- First Strike (1)

Command Ability: Stage Manager

2 friendly characters within 12" may make an immediate Move action. This movement cannot be used to move into base contact with an enemy.

Troupe Leader

All friendly characters with the Commedia dell'Arte keyword that can draw line of sight to this character gain Companion (Il Capitano).

Il Dottore



2

Actions

13

Life

7

Will

30

Size

18

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
3	4	3	4	3	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Wine Bottle	0"	-	-	-	-

Keywords

Faction (*Gifted*), Henchman, Human,
Unique, Commedia dell'Arte, Discipline
(Fateweaving, Wild Magic)

Character Abilities

- Brawler (1)
- Engage (3)
- Mage (2)

Justice



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	5	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword of Balance	1"	-	+2	-6	Two-handed

Keywords

Faction (*Gifted*), Hero, Unique

Character Abilities

- Ethereal
- Expert Offence (2)
- First Strike (1)
- Mindless

The Same Coin

If choosing Fate for your gang, you must also include Justice.

The Other Side

You may only have 1 character with this ability on the board at any time; do not deploy any others at the start of the game. At the start of each round, provided the other character hasn't been killed, you may choose to place it within 1" of this character and then remove this character from the

board. If this character is killed and the other hasn't been, place the other character within 1" before removing this one. Life Points, Will Points, and Command Points are retained when a character is removed from play by this rule.

Pantaleone



2

Actions

11

Life

4

Will

30

Size

20

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Grenade	6"	+1	+2	-	Black Powder, Blast, Reload (1)
Fire Breath	0"	-	-	-7	Two-handed, Template Blast, Harmless, Smoke
Smoke Bomb	6"	+1	-	-	

Keywords

Faction (*Gifted*), Henchman, Human, Unique, Commedia dell'Arte

Character Abilities

- Hunter
- Pickpocket
- Slippery (2)

Burning Breath

The Fire Breath weapon may only be used once per game.

The Aberration



Actions



22



Will



Size



30

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
5	4	6	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Monstrous Tentacles	3"	+1	+1	-	Aquatic, Stun

Keywords

Faction (*Gifted*), Hero, Monster,
Unique

Character Abilities

- Berserk
- Brawler (1)
- Concealment (-1)
- Fear (1)
- Mindless

Black Spectre



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	6	4	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spectral Touch	0"	-	-	-2	-

Keywords

Faction (*Gifted*), Hero, Monster, Unique, Undead

Character Abilities

- Berserk
- Ethereal
- Fear
- Flight
- Mindless
- Universal Shielding (4)

Supernatural

Whenever this character causes an opponent to lose 1 or more Life Points, that character must make a Basic MIND Roll. If they fail, they lose 1 additional Life Point and receive a Stun counter.

Brighella



2

Actions

12

Life

4

Will

30

Size

19

Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	5	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Atrezzo Crossbow	15"	-	-	-7	Two-handed, Reload (1)

Keywords

Faction (*Gifted*), Henchman, Human,
Unique, *Commedia dell'Arte*

Character Abilities

- Expert Marksman (2)
- Hunter

Burratino



Actions



Life



Will



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	4	5	3	4	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Carving Knife	0"	-	-	-	-

Keywords

Faction (*Gifted*), Hero, Human, Unique

Character Abilities

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

Diminutive

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

Colombina



Actions



Life



Will



Command



Size



Dueats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

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

Keywords

Faction (*Gifted*), Henchman, Human, Unique, Commedia dell'Arte

Character Abilities

- Parry (2)

Command Ability: Narcissist

This character adds 2 to either Movement, Attack, Dexterity, Mind or Protection until the start of its next activation.

Reflection

Once per activation, pick a character in base contact with this one. That character loses 1 Will Point, and this character gains 1 Command Point. This character may only use Command Points on its own Command Ability.