



SMUGGLER'S PATH

Colette Du Bois, Smuggler



Friendly Performer minions gain the following abilities:

Smuggled Soulstones: *Once per activation.* After this model declares the **Interact** action while on the enemy table half, if this crew has fewer than five ♦, infuse one ♦.

Bribery: When this model activates, it may drain any number of ♦ and heal 1 for each ♦ drained.

Friendly unique Performer models gain the following action:

Tactical Action

Rg Skl Rst TN Dmg

♦♦ Divert Attention

- - - - -

Make a Decoy marker in base contact with this model. Then, this model heals 2 and is placed within 4".



SMUGGLER'S PATH

Colette Du Bois, *Smuggler*

Markers

Decoy: When a friendly Performer within 3" is dealt damage, it may be placed into base contact with this marker to reduce the damage by 1, then remove this marker.

Tokens

Backtrack: When performing a duel, this model may remove this token before any player cheats fate. If it does so, all cards in the conflict are discarded without effect and the duel is performed again with the same modifiers. This token may not be used if there are any jokers in the conflict.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Entranced: This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.