



- COST

ANGELICA DURAND

5
DF6
SP5
WP2
SZ*Totem, Unique, Living • Performer*

Get Off the Stage: After resolving an attack action that targeted this model, this model may drain a ♦. If it does so, place the attacking model in base contact with a Decoy marker within 6".

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

ANGELICA DURAND

Attack Actions Rg Skl Rst TN Dmg

Fancy Cane	1"	6	Df	-	2
¶ Critical Strike: When resolving, this action deals +1 damage to the target.					
■ "Next Act!" : Place the target in base contact with a Decoy marker within 6" of the target.					

Tactical Actions Rg Skl Rst TN Dmg

Hat Trick	8"	0	-	6	-
Make a Decoy marker within range.					
■ Magician's Secret: Make a Scheme marker in base contact with the made marker.					
 Encore! Encore!	8"	0	-	6	-
Ally only. Move the target up to 6".					
¶ Take a Bow: Target declares the Interact action.					
■ Choreographed: The target gains a Backtrack token.					
 Resupply	-	-	-	-	-
Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.					