



COST

ANGELICA DURAND

5

DF

6

SP

5

WP

2

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
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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
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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.