HOOCHDINI

7 COST

5 DF

6 SP

6 WP

2 SZ

Unique, Living ◆ Tri-Chi, Wizz-Bang

🛡 **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

Night Cap: During the end phase, this model may discard a card to move up to 5" and then give one other model within 1" a **Poison** token.

Toad-Al Power: When this model declares an action, it may discard a **Glowy** or **Poison** token to increase the **Rg** of that action by +4".

1 2 3 4 5 6 7 8 9

HOOCHDINI

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Ale-Drench Blast	✤8"	6	**Df**	-	2

If this action receives a raise, models within (⅄)1" of the target are dealt 1 damage. Models damaged by this action gain a **Poison** token.

- ♞ *Trap Door:* Place the target within 4" of its current location.
- ♥ *Hypno Toad:* The target declares a non-**Charge** tactical action, chosen and controlled by this model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Prestidigitation**	8"	0	-	6	-

*Target another friendly model. If the target is Hopscotch, increase the TN of generated **Wp** duels by +2.* Enemies within (⅄)2" of the target must pass a TN 13 **Wp** duel or gain an **Entranced** token and be dealt 1 damage.

- ♥ *Delicious Finish:* Models that fail this duel gain a **Poison** token.

	Rg	Skl	Rst	TN	Dmg
"I Need A Volunteer!"	8"	0	-	6	-

Other model only. Once per turn. Move this model 8" toward the target. Then the target heals 2 and may remove up to one token.

- ♞ *"Hey, It Worked!":* The target heals 2.
- ♥ *Spiked Coffee:* Deal 1 damage to the target. Draw a card.

50 mm