

Mayor Madeline Hamilton

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LOAD: Any die value will load this weapon with one shot.

AMMO: An action loading a gun with multiple shots. Reduce the die value after each shot.

REFRESH: Immediately Delay die, including any expended LOAD die.



Reverend Johnathan Smythe

Smythe

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LOAD: Any die value will load this weapon with one shot.

PIERCING: An action loading one shot that multiplies the damage equal to the die value.

REPEL: Move an adjacent Supernatural creature away equal to the die value.

BLESS: Adjacent Townfolk multiplies next damage dealt by the number of icons (includes self).

REFRESH: Immediately Delay die, including any expended LOAD die.

Widow Simone Crawford

Crawford

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FUSE: Linked explosives that deal damage to adjacent spaces (including allies and locations).

DISCOUNT: All adjacent Townfolk reduce their Upgrade cost by the number of icons (includes self).



Captain Reginald Broadmoor

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ARMOR: Reduce damage from each attack by the number of icons.

LOAD: Any die value will load this weapon with one shot.

AMMO: An action loading a gun with multiple shots. Reduce the die value after each shot.

REFRESH: Immediately Delay die, including any expended LOAD die.

Doctor Conor McDougan

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REGENERATION: Heal self equal to the number of icons (once per turn).

SCATTERSHOT: An action loading one shot that strikes a die value of creatures in any Line of Fire.

HEAL: Heal an adjacent Townfolk equal to the number of icons (includes self).

REFRESH: Immediately Delay die, including any expended LOAD die.

POISON: Adjacent creature gains Poison counters equal to the number of icons. Deal damage equal to the counters when the creature activates, then remove one.

Madame Eleanor Montgomery

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REROLL: Nonadjacent Townfolk can reroll a die.

SET DIE: Nonadjacent Townfolk can change a die to any face.

STUN: Nonadjacent creature gains a Stun token and can't activate on its next turn (remove token).

REFRESH: Immediately Delay die, including any expended LOAD die.

COMPEL: Nonadjacent creature uses its attack action on an adjacent creature. Otherwise, move that creature one space in any direction, if able.