

Adam's Custom Characters – Cards

A Magical Athlete *variant* by Adam Sequoyah

<div data-bbox="115 191 139 268" data-label="Text">III</div> <div data-bbox="276 212 417 247" data-label="Section-Header">Alchemist</div> <div data-bbox="553 218 578 243" data-label="Text">m</div> <div data-bbox="139 594 553 711" data-label="Text"> <p>DUTY: Instead of the normal movement roll, the Alchemist rolls 3 dice 3 times. If he rolls 3 of a kind, he immediately advances to the finish.</p> </div> <div data-bbox="553 659 578 835" data-label="Text">v 1.0 1/144</div>	<div data-bbox="1019 218 1044 243" data-label="Text">m</div> <div data-bbox="717 212 894 247" data-label="Section-Header">All-Powerful</div> <div data-bbox="597 548 1019 758" data-label="Text"> <p>DUTY: During the draft, the All-Powerful costs 2 extra VP. He can use all abilities of all characters in his race, and he must use all possible duty abilities of all characters in his race. The All-Powerful loses ties (so, slightly less than “all-powerful”).*</p> </div> <div data-bbox="1019 659 1044 835" data-label="Text">v 1.0 2/144</div>	<div data-bbox="1479 218 1503 243" data-label="Text">f</div> <div data-bbox="1205 212 1330 247" data-label="Section-Header">Amazon</div> <div data-bbox="1063 621 1479 682" data-label="Text"> <p>Instead of taking her movement roll, the Amazon can advance 5 spaces.</p> </div> <div data-bbox="1479 659 1503 835" data-label="Text">v 1.0 3/144</div>
<div data-bbox="553 1314 578 1488" data-label="Text">v 1.0 4/144</div> <div data-bbox="284 865 406 900" data-label="Section-Header">Assassin</div> <div data-bbox="139 1215 553 1394" data-label="Text"> <p>After the draft and before characters are selected for the first race, the Assassin can assassinate a drafted character. That character dies, and their player replaces them by drawing a random card from the unused character cards.</p> </div>	<div data-bbox="1019 873 1044 898" data-label="Text">m</div> <div data-bbox="756 865 855 900" data-label="Section-Header">Barber</div> <div data-bbox="597 1184 1019 1425" data-label="Text"> <p>When a character stops in the space in front of the Barber, the Barber can call them back to his space, and they must move there. When a character shares the Barber's space, the Barber can cut their hair, causing that character to lose all non-duty abilities until the end of their next turn.</p> </div> <div data-bbox="1019 1314 1044 1488" data-label="Text">v 1.0 5/144</div>	<div data-bbox="1479 873 1503 898" data-label="Text">f</div> <div data-bbox="1227 865 1305 900" data-label="Section-Header">Bard</div> <div data-bbox="1076 1260 1463 1350" data-label="Text"> <p>When another character rolls a 6, the Bard can advance 1 space before that character uses their roll result.</p> </div> <div data-bbox="1479 1314 1503 1488" data-label="Text">v 1.0 6/144</div>

<p>BFF</p> <p>f ≡</p> <p>When the BFF begins her turn on a space with another character, the BFF can add 3 to her movement roll.</p> <p>v 1.0 7/144</p>	<p>Boss</p> <p>m</p> <p>DUTY: Instead of the normal movement roll, the Boss sets the die to whatever number he wants and advances that number of spaces. He cannot choose that number again until all other numbers have been rolled or used by him.</p> <p>v 1.0 8/144</p>	<p>Brain-in-a-Jar</p> <p>f</p> <p>After her movement roll and movement, the Brain-in-a-Jar can flip the movement die over and move other characters forward or backward as she chooses, to a total number of spaces equal to the number on the die.</p> <p>v 1.0 9/144</p>
<p>Burglar</p> <p>f</p> <p>Once between each of her turns, the Burglar can steal a character's movement roll before they move. If she does, instead of taking her movement roll on her next turn, the Burglar must advance the number of spaces she stole, and the character stolen from advances 1 space for their movement.*</p> <p>v 1.0 10/144</p>	<p>Calculator</p> <p>f</p> <p>DUTY: The value of the Calculator's movement roll is squared and then divided by 4, rounded down. She advances that number of spaces instead of the number rolled.</p> <p>v 1.0 11/144</p>	<p>Centaur</p> <p>m</p> <p>When the Centaur overtakes a character, he can kick that character back 1 space.*</p> <p>v 1.0 12/144</p>

<div>Charlatan</div> <div> <p>DUTY: At the beginning of the Charlatan's turn, characters on spaces opposite to spaces with other characters swap locations. Then the Charlatan advances 1 space for each set of swapped spaces.*</p> </div>	f	<div>Cheat</div> <div> <p>Instead of taking her movement roll, the Cheat can claim a number and roll the die. If the roll result is the number she claimed, she must move back that many spaces. If the roll result is a different number, she must advance a number of spaces equal to the number she claimed plus 1.</p> </div>	f	<div>Cherry Picker</div> <div> <p>DUTY: The Cherry Picker has -1 to all of her die rolls. If she has not reached Space 16 when the first character finishes the race, the Cherry Picker immediately advances to the finish and gets first place, and the other character gets second place.*</p> </div>	f
<div>Cicada</div> <div> <p>DUTY: The Cicada does not move from the start until at least 2 characters have reached Space 17. From then on, instead of her normal movement roll, the Cicada advances 8 spaces.</p> </div>	f	<div>Clone</div> <div> <p>When the Clone rolls a 6, before moving he can add a clone of himself to his space on the track. Each Clone has his own identical cloning ability and independent movement roll, beginning immediately.*</p> </div>	m	<div>Conjurer</div> <div> <p>After his normal movement roll, the Conjurer can reroll the die once.</p> </div>	m

<div>Contemporary Artist</div> <div> <p>DUTY: The Contemporary Artist begins her race in the finish and needs to reach the start to win. After rolling for movement, she moves the number of spaces of the roll result toward the start. When she is overtaken by a character whose player has more VP than the Contemporary Artist's player, that player must give 1 VP to her player to buy some of her art.*</p> </div>	f	<div>Cthulhu</div> <div> <p>DUTY: Cthulhu does not race on the track and does not have turns. Cthulhu begins its race with 15 tokens of doom. Each time a character uses an ability (duty or not), a token of doom is discarded. If the last token of doom is discarded, Cthulhu awakens, all other characters in the race die, Cthulhu alone wins the race in first place, and no one takes second place.*</p> </div>	-	<div>Cupid</div> <div> <p>When a male and a female character share a space, Cupid can advance 5 spaces.</p> </div>
<div>Cursed Knight</div> <div> <p>DUTY: The Cursed Knight begins his race with 5 life tokens. When a character would overtake the Cursed Knight, they must stop on the Cursed Knight's space, then the Cursed Knight advances 3 spaces and then discards a life token. If the Cursed Knight discards his last life token, he dies.*</p> </div>	m	<div>Dancing Queen</div> <div> <p>When a male character shares the Dancing Queen's space, the Dancing Queen can advance both of them 3 spaces.*</p> </div>	f	<div>Demon</div> <div> <p>When another character rolls any type of die, the Demon can reduce the roll result by 1. This cannot reduce the roll result lower than 1.*</p> </div>

Detritivore <div> <p>When a character rolls a 1 or 2, the Detritivore can allow them to reroll the die once. If they do, the Detritivore must advance a number of spaces equal to the result of the original roll (1 or 2) before that character moves.</p> </div>	m ≡	Double <div> <p>When the Double rolls a 2 for movement, she can roll 2 dice and advance the number of spaces that they sum instead of the original roll result.</p> </div>	f ≡	Dozen <div> <p>DUTY: Instead of the normal movement roll, the Dozen rolls a d12 and only advances on rolls that are factors of the number 12 (1, 2, 3, 4, 6, and 12).</p> </div>	f
Drafter <div> <p>Instead of taking her movement roll, the Drafter can move to any space, as long as, after this move, at least 2 characters are nearer to the finish than the Drafter. If she is ever able to use her ability to advance on the track and chooses not to, she cannot use her ability again for the rest of the race.*</p> </div>	f	Dragon <div> <p>Before the Dragon rolls for movement, she can roll a die to breathe fire. The fire extends straight ahead of the Dragon, up to the number of spaces of the die roll. Each character in these spaces loses their next turn.*</p> </div>	f	Druid <div> <p>After another character uses an ability, the Druid can advance 1 space.*</p> </div>	f

<div>Dust Devil</div> <div> <div></div> <div>DUTY: Characters behind the Dust Devil have -1 to their movement rolls.</div> </div>	<div>m</div> <div>31/144</div> <div>v 1.0</div>	<div>Earthbreaker</div> <div> <div></div> <div>DUTY: Before the Earthbreaker's race begins, she places a token as a rift on Spaces 5, 10, 15, 20, and 25. The first character to reach each rift must stop their movement there and remove the token. If the Earthbreaker reaches a rift first, she does not stop or remove the token.*</div> </div>	<div>f</div> <div>32/144</div> <div>v 1.0</div>	<div>Emo Kid</div> <div> <div></div> <div>DUTY: When the Emo Kid would stop on a space with a character or when a character would stop on a space with him, the Emo Kid advances to the next empty space.</div> </div>	<div>m</div> <div>33/144</div> <div>v 1.0</div>
<div>Enchantress</div> <div> <div></div> <div>When a male character shares the Enchantress's space, the Enchantress can advance 2 spaces and move back the other character 2 spaces.*</div> </div>	<div>f</div> <div>34/144</div> <div>v 1.0</div>	<div>Ent</div> <div> <div></div> <div>DUTY: Instead of the normal movement roll, the Ent rolls 2 dice for movement. If the resulting numbers sum to 7, 9, or 11, he advances that many spaces. Otherwise he does not advance, but he can take root until his next turn. As long as the Ent is rooted he cannot be moved by any ability.*</div> </div>	<div>m</div> <div>35/144</div> <div>v 1.0</div>	<div>Entwife</div> <div> <div></div> <div>DUTY: The Entwife has +1 to her movement roll. At the beginning of her turn, if the Ent is also in the race, both of them immediately advance to the finish. If another character has already finished the race, the Ent and Entwife both take second place. Otherwise, the Entwife takes first place and the Ent takes second place.*</div> </div>	<div>f</div> <div>36/144</div> <div>v 1.0</div>

<div>III</div> <div>Even Steven</div> <div>m</div> <div> <p>DUTY: Instead of the normal movement roll, Even Steven rolls 2 dice and only advances the sum of any even numbers rolled.</p> </div> <div>v 1.0 37/144</div>	<div>III</div> <div>Evil Eye</div> <div>-</div> <div> <p>When the Evil Eye rolls a 1, it can reroll on a d8. If it rolls a 1 on that, it can reroll on a d12. If it rolls a 1 on that, it can reroll on a d20.</p> </div> <div>v 1.0 38/144</div>	<div>m</div> <div>Experimentalist</div> <div> <p>The Experimentalist can reroll his movement die up to 3 times. He cannot finish the race unless his movement stops in the finish, as if it were Space 30, without having additional movement past it.*</p> </div> <div>v 1.0 39/144</div>
<div>m</div> <div>Extremist</div> <div> <p>DUTY: If the Extremist rolls a 1 for movement, he moves back 5 spaces instead of advancing. If he rolls a 6 for movement, he advances 15 spaces instead of the roll result. If his movement roll result is any other number, he does not move.</p> </div> <div>v 1.0 40/144</div>	<div>f</div> <div>Fairy Godmother</div> <div> <p>Before the Fairy Godmother rolls for movement, she can grant a wish to each other character sharing her space. They can each ask for a number between 1 and 6 to advance, and the Fairy Godmother can grant their wish or refuse it. For each wish she grants, she gets +2 to her movement for that turn.*</p> </div> <div>v 1.0 41/144</div>	<div>m</div> <div>False Prophet</div> <div> <p>DUTY: Before his race begins, the False Prophet secretly predicts who will finish the race in last place. To determine last place, the characters continue the race until they all finish (or until only one is left). If the prediction was correct, the False Prophet gets the amount of VP given for second place.*</p> </div> <div>v 1.0 42/144</div>

<div>III</div> <div>Father Time</div> <div>m</div>	<div>Faun</div> <div>m</div>	<div>Femme Fatale</div> <div>f</div>
<div>DUTY: Father Time does not roll to move. Whether his turn or not, he advances 1 space every 5 seconds.*</div> <div>v 1.0 43/144</div>	<div>DUTY: The first time per turn that a character uses a non-duty ability, after the effects of the ability are resolved, the Faun moves to that character's space then falls asleep, tired out from all his reveling. If the Faun is asleep when a non-duty ability is used the first time during a turn, he wakes up. If the Faun is asleep at the beginning of his turn, he loses his turn.*</div> <div>v 1.0 44/144</div>	<div>When a character shares the Femme Fatale's space, the Femme Fatale holds a grudge. Once, any time later in the race, she can make that character lose their next turn.*</div> <div>v 1.0 45/144</div>
<div>Fortune Teller</div> <div>f</div> <div>At the beginning of the Fortune Teller's turn, she can predict a number. If she does, she must advance 1 space each time that number is rolled, until her next turn.</div> <div>v 1.0 46/144</div>	<div>Freaky Friday</div> <div>f</div> <div>When a character stops on a space opposite to Freaky Friday, she can swap places with that character.</div> <div>v 1.0 47/144</div>	<div>Fugitive</div> <div>f</div> <div>DUTY: In her race, as long as the Fugitive has not shared a space with a character, the Fugitive has not been caught and the race does not end before she finishes. If she finishes the race without ever getting caught, the Fugitive gets 4 VP.*</div> <div>v 1.0 48/144</div>

Gambler <div> <div>f</div> <div>≡</div> </div>	Gardener <div> <div>m</div> <div></div> </div>	Ghoul <div> <div>m</div> <div></div> </div>
<p>After she rolls for movement, the Gambler can continue rolling. If the second roll result is within 1 of the first, it is added to the rolling total. The Gambler can continue this as long as she wants, but if a roll result is not within 1 of the previous result, the Gambler must stop rolling and the result is 0.*</p> <div> <div>v 1.0</div> <div>49/144</div> </div>	<p>DUTY: Before the Gardener's race begins, he places a token as a planted vegetable on any space. At the beginning of the Gardener's turn, he places another vegetable on the space with the vegetables. When the Gardener reaches that space, he collects the vegetables. The number of vegetables he collected is added to each of his subsequent movement rolls.</p> <div> <div>v 1.0</div> <div>50/144</div> </div>	<p>When another character rolls a 1 for movement, the Ghoul can steal their movement roll before they move. If he does, the Ghoul must advance 1 space, and the character stolen from advances 0 spaces for their movement.</p> <div> <div>v 1.0</div> <div>51/144</div> </div>
Giant <div> <div>m</div> <div>≡</div> </div>	Gladiator <div> <div>m</div> <div></div> </div>	Grasshopper <div> <div>m</div> <div></div> </div>
<p>DUTY: When a character would stop on the space in front of the Giant or the space behind him, they stop 2 spaces behind the Giant instead.*</p> <div> <div>v 1.0</div> <div>52/144</div> </div>	<p>When a character shares the Gladiator's space, the Gladiator can challenge them to a duel. To duel, they both roll a die. Then the Gladiator wins and must advance 2 spaces. Or, if the other character's roll result happens to be higher than the Gladiator's, they win and can advance 2 spaces instead of the Gladiator.*</p> <div> <div>v 1.0</div> <div>53/144</div> </div>	<p>DUTY: When a 1 is rolled, the Grasshopper's player changes their spot around the table, to be next in the turn order after the current player. The turn order remains this way until a 1 is rolled again.*</p> <div> <div>v 1.0</div> <div>54/144</div> </div>

Hare	f	Hipster	m	Hoarder	f
<p>DUTY: The Hare has +2 to her movement roll. When advancing, the Hare must stop if she reaches Space 10, 20, or 29.*</p>	v 1.0 55/144	<p>When a character shares the Hipster's space, the Hipster can move back 1 space.</p> <p>If a character has finished the race and the Hipster ends his turn in last place and alone on a space, he automatically finishes in second place.</p>	v 1.0 56/144	<p>When the Hoarder rolls for movement, she can choose to not advance the full number of spaces, taking 1 junk token for each space not moved. At the beginning of the Hoarder's turn, she gets 1 additional junk token for every 3 she already has. She can discard any number of junk tokens to advance 1 space for each token.*</p>	v 1.0 57/144
Hobbit	m	Holy Hand Grenade	m	Hound of Hades	m
<p>DUTY: The Hobbit has to go there and back again, reaching the finish and then turning around to get back to the start. Instead of the normal movement roll, the Hobbit rolls 2 dice and moves the number of spaces that they sum.*</p>	v 1.0 58/144	<p>DUTY: 3 is the number to which the Holy Hand Grenade shall count; 5 is right out! If he rolls a 5 for movement, his movement is cancelled. But each 3 explodes! When rolling for movement, the Holy Hand Grenade keeps rolling and adding to his total as long as he keeps rolling a 3. His movement result is totalled up when he rolls something other than a 3.*</p>	v 1.0 59/144	<p>DUTY: Instead of the normal movement roll, the Hound of Hades rolls 3d10 and advances the number of spaces of the roll result value in between the others.*</p>	v 1.0 60/144

III	<div>Hydra</div> <div>f</div> <div> <p>DUTY: Instead of the normal movement roll, the Hydra rolls 3 dice. She advances the number of spaces of the result of any one of the dice she chooses.</p> </div> <div>v 1.0 61/144</div>	<div>Icarus</div> <div>m</div> <div> <p>DUTY: If Icarus begins his turn anywhere before Space 20, he gets +2 to his movement roll. If he begins his turn on Spaces 21-29, he gets -1 to his movement roll.</p> </div> <div>v 1.0 62/144</div>	<div>Incredible Hulk</div> <div>m</div> <div> <p>When the Incredible Hulk rolls a 2 for movement, he can roll 2 dice and advance the number of spaces that they sum instead of the original roll result. Instead of taking his movement roll, the Incredible Hulk can SMASH, moving other characters within 3 spaces of him away from him 2 spaces. Each character affected must roll a die, and if they roll a 1 or 2, they lose their next turn.*</p> </div> <div>v 1.0 63/144</div>
	<div>Investor</div> <div>f</div> <div> <p>DUTY: When the Investor is drafted, her player gets 3 VP. The Investor has -1 to her movement roll.*</p> </div> <div>v 1.0 64/144</div>	<div>Invisible Man</div> <div>m</div> <div> <p>The Invisible Man can prevent abilities that would trigger because of him being seen a character (such as sharing a space, being on an opposite space on the track, overtaking a character, or being overtaken).*</p> </div> <div>v 1.0 65/144</div>	<div>Janus</div> <div>m</div> <div> <p>DUTY: Before Janus's race begins, he is removed from the game. His player draws 2 random unused characters as the Janus's 2 faces. The player enters one of these characters into the race instead of Janus, and at the beginning of each of this player's turns, their character currently in the race swaps out with the other character drawn.*</p> </div> <div>v 1.0 66/144</div>

<div>Jedi</div> <div> <p>Instead of taking his movement roll, the Jedi can move 1 other character 2 spaces away from him, or 2 other characters 1 space away each. After using his ability, the Jedi must advance 3 spaces.</p> </div>	<div>Jester</div> <div> <p>When the Jester is overtaken, he can tumble about. If he does, he rolls a die and advances the number of spaces on the die, then he flips the die over, and the character who overtook him moves back the number of spaces on the die.</p> </div>	<div>Johnny Two Times</div> <div> <p>DUTY: During the draft, Johnny Two Times costs twice the normal price. All of his die rolls are doubled.</p> </div>
<div>Juggernaut</div> <div> <p>DUTY: The Juggernaut cannot lose a turn, be moved backward, or have the movement from his normal movement rolls reduced. The Juggernaut can carry any other character with whom he shares a space or would overtake.*</p> </div>	<div>Kitty Kitty</div> <div> <p>DUTY: Once during each turn of other characters, the character taking their turn can call Kitty Kitty to them. If they do, Kitty Kitty moves 3 spaces toward them, then the character that called Kitty Kitty can advance 1 space.*</p> </div>	<div>Lady Luck</div> <div> <p>Any time an ability is triggered by the result of a die roll (not by the movement from a roll), Lady Luck can roll a die and advance 7 spaces minus the number she rolled.</p> </div>

<div>≡</div> <div>Leprechaun</div> <div>m</div>	<div>≡</div> <div>Loan Shark</div> <div>m</div>	<div>≡</div> <div>Loki</div> <div>m</div>
<div> <p>DUTY: Before the Leprechaun's race begins, he places a token as his pot o' gold on Space 18. Before a character reaches that space, the Leprechaun does take his movement roll. But if no character has reached the pot o' gold by the beginning of the Leprechaun's third turn, he immediately advances to it. If a character reached it, the first to do so gets +1 to their subsequent die rolls.*</p> </div> <div>v 1.0 73/144</div>	<div> <p>When a character shares his space, the Loan Shark can give a loan of any amount of his player's VP to the other character's player, if the Loan Shark has not yet loaned to them. At the end of the race, each player who took a loan must pay back the loan amount, plus 1 VP as interest, if none of their characters finished the race. Otherwise, they make off with the Loan Shark's money and pay back nothing.*</p> </div> <div>v 1.0 74/144</div>	<div> <p>Once between each of his turns, as long as he is on Space 13 or higher, Loki can take over a character, choosing if and how their abilities are used during their turn.*</p> </div> <div>v 1.0 75/144</div>
<div>≡</div> <div>Mad Bomber</div> <div>f</div>	<div>≡</div> <div>Magic Mirror</div> <div>f</div>	<div>≡</div> <div>Martial Artist</div> <div>m</div>
<div> <p>Once during the Mad Bomber's turn, she can place a token as a bomb on any space. If a character stops their movement on a space with a bomb, it explodes and sends them back 3 spaces, and the bomb is discarded.*</p> </div> <div>v 1.0 76/144</div>	<div> <p>The Magic Mirror can flip her movement die over after rolling it. But if she rolls a 1, she cannot flip the die and her turn ends.</p> </div> <div>v 1.0 77/144</div>	<div> <p>When the Martial Artist is moving, he can skip over any space with 1 or more other characters, not counting that space in his number of spaces to move.*</p> </div> <div>v 1.0 78/144</div>

<div>Mastermind</div> <div> <p>DUTY: After characters have been revealed for the Mastermind's race, the Mastermind is removed from the game. His player draws 5 random unused character cards and selects one of them to use for the current race instead. The others go back with the unused characters.</p> </div>	m	<div>Medusa</div> <div> <p>When a character shares Medusa's space, Medusa can look at them to make them lose their next turn.</p> </div>	f	<div>Merchant</div> <div> <p>Instead of taking his movement roll, the Merchant can exchange spaces with another character.</p> </div>	m
<div>Mime</div> <div> <p>DUTY: The Mime begins her race on Space 6. Her player cannot speak during the race. If ever they do, the Mime moves back 5 spaces.</p> </div>	f	<div>Minor Prophet</div> <div> <p>DUTY: Before her race begins, the Minor Prophet secretly predicts who will take second place. If the prediction was correct, she gets 2 VP.</p> </div>	f	<div>Minstrel</div> <div> <p>Before the Minstrel rolls for movement, he can sing a short, original, rhyming song about how the race is going. If he does, he gets +3 to his movement roll.</p> </div>	m

<div>Mobster</div> <div> <p>When the Mobster overtakes a character, he can make that character lose their next turn unless they give the Mobster 1 VP.</p> </div>	<div>Mutineer</div> <div> <p>When a character begins their turn in the lead, the Mutineer can make them lose that turn. If he does, the Mutineer advances 2 spaces.</p> </div>	<div>Necromancer</div> <div> <p>Instead of taking his movement roll, the Necromancer can roll the die and move a character back the number of spaces of the roll result. If he does, the Necromancer then advances 1 space.</p> </div>
<div>Nightmare</div> <div> <p>DUTY: When a character stops behind the Nightmare within 2 spaces, that character moves back to the space 3 spaces behind the Nightmare. When a character stops on the space in front of the Nightmare, that character advances 1 space. When a character sharing the Nightmare's space rolls a 5 or 6 for movement, the Nightmare can advance that number instead of them.</p> </div>	<div>Ninja</div> <div> <p>At the beginning of a character's turn, if they share the Ninja's space or if they are in the starting area with the Ninja, the Ninja can shadow that character, moving with them until the end of the turn.*</p> </div>	<div>Oddball</div> <div> <p>DUTY: When rolling for movement, the Oddball only advances if he rolls an odd number. When he does, he can add 3 to the result.</p> </div>


Optimist	m	Orphan	f	Ouroboros	-
<p>When the Optimist rolls a 1 for movement, he can advance 8 spaces instead of 1.</p>	v 1.0 91/144	<p>When a character overtakes the Orphan or advances from her space after having stopped there, the Orphan can be carried by that character 1 space forward.*</p>	v 1.0 92/144	<p>DUTY: Ouroboros begins its race on the finish. When rolling for movement, it moves toward the start until it shares a space with a character, moves past a character, or is overtaken. It then turns around and, beginning on its next turn, races normally toward the finish.</p>	v 1.0 93/144
Pearl Diver	f	Philosopher	m	Phoenix	m
<p>At the end of her turn, the Pearl Diver can take a token as a pearl, which she keeps until the end of the race. She gets 1 to her movement roll for each token she carries. If she finishes the race, she gets 1 VP for each pearl she has.*</p>	v 1.0 94/144	<p>When a character attempts to use a non-duty ability, the Philosopher can deny it. If he does, the denied character can advance 1 space as compensation.*</p>	v 1.0 95/144	<p>Instead of taking his movement roll, the Phoenix can die. If he does, he is removed from the track. On his next turn, he must be revived on the space in front of the character or characters in the lead. The Phoenix does not take his movement roll on a reviving turn.*</p>	v 1.0 96/144

<div>Pirate</div> <div> <div>At the beginning of his turn, the Pirate can kidnap a character, moving them to his space.</div> </div>	<div>m</div> <div>97/144</div> <div>v 1.0</div>	<div>Poltergeist</div> <div> <div>DUTY: At the beginning of the Poltergeist's turn, he gets a token to make mischief. At any time, the Poltergeist can discard a mischief token to immediately make a character reroll a die.</div> </div>	<div>m</div> <div>98/144</div> <div>v 1.0</div>	<div>Predator</div> <div> <div>DUTY: The Predator begins her race on any unoccupied space numbered 1-23. Instead of the normal movement roll, she moves to any unoccupied space numbered 1-23. But when a character first shares the Predator's space, the Predator is alerted and begins to hunt them. From then on, the Predator rolls for movement normally. If she ever shares a space with the character who first shared her space, that character dies.*</div> </div>	<div>f</div> <div>99/144</div> <div>v 1.0</div>
<div>Priest</div> <div> <div>At the beginning of his turn, the Priest can bless all the characters in last place by advancing them each 2 spaces. If he does, he then must advance 1 space for this good deed.*</div> </div>	<div>m</div> <div>100/144</div> <div>v 1.0</div>	<div>Programmer</div> <div> <div>DUTY: Before his race begins, the Programmer takes 7 dice and sets them to these faces: 3, 3, 4, 4, 5, 5, and 6, arranging them in any order. Instead of the normal movement roll, these will be his programmed movements for the his first 7 turns in the race, in the order of the program.*</div> </div>	<div>m</div> <div>101/144</div> <div>v 1.0</div>	<div>Prophet</div> <div> <div>DUTY: Before her race begins, the Prophet secretly predicts who will win the race. If her prediction was correct, the race immediately stops and the Prophet automatically gets second place.*</div> </div>	<div>f</div> <div>102/144</div> <div>v 1.0</div>

<div>Ranger</div> <div> <p>When he rolls a 1 or 2 for movement, the Ranger can advance 4 spaces instead of the number of the roll result.</p> </div>	m	<div>Realtor</div> <div> <p>DUTY: The Realtor begins her race on Space 5. At any time, a character can give the Realtor 1 VP to move to the Realtor's space.</p> </div>	f	<div>Regulator</div> <div> <p>When a character chooses not to use their ability, the Regulator can tell them to anyway. If the other character refuses, the Regulator must advance 3 spaces. If the other character complies and there is a choice as to what characters are affected by the ability, the Regulator can choose.*</p> </div>	m
<div>Rip Van Winkle</div> <div> <p>DUTY: Rip Van Winkle loses his first 3 turns, sleeping through them. He wakes up at the beginning of his fourth turn, and from then on his movement rolls are doubled.</p> </div>	m	<div>Robin Hood</div> <div> <p>DUTY: Before his race begins, Robin Hood steals 2 VP from the player with the most VP. Robin Hood's player gets 1 of these VP, and Robin Hood gives the other 1 VP to the player with the fewest VP.*</p> </div>	m	<div>Rocketeer</div> <div> <p>Once during his race, the Rocketeer can triple his movement roll. Neither the roll result nor the movement can be stolen. If the Rocketeer does not cross the finish line on the turn when he uses his ability, he must, for the rest of the race, advance 1 space instead of his normal movement roll.*</p> </div>	m

<p>Rumormonger</p> <p>f</p> <p>DUTY: When the Rumormonger is overtaken, the character or characters in the lead lose their next turn.</p> <p>v 1.0 109/144</p>	<p>Salamander</p> <p>m</p> <p>At the end of the Salamander's turn, he can light the track on fire. If he does, the spaces within 1 space of him are on fire until the beginning of his next turn. The fire affects any other character on those spaces or who would stop on those spaces. They must immediately move away to or instead stop on the nearest space not on fire, or they can ignore the fire but lose their next turn.*</p> <p>v 1.0 110/144</p>	<p>Shadow</p> <p>f</p> <p>When 1 or more characters are in the space in front of her, the Shadow can use non-duty abilities of those characters.*</p> <p>v 1.0 111/144</p>
<p>Shapeshifter</p> <p>m</p> <p>DUTY: At the beginning of the Shapeshifter's turn, he draws a random different unused character. The abilities of that character become the Shapeshifter's until his next turn.*</p> <p>v 1.0 112/144</p>	<p>Siren</p> <p>f</p> <p>DUTY: At the beginning of the Siren's turn, characters not sharing her space must move 1 space toward her.</p> <p>v 1.0 113/144</p>	<p>Sisyphus</p> <p>m</p> <p>If Sisyphus does not finish his race, he can enter any other races as an extra character for the player who drafted him, until he finishes a race.*</p> <p>v 1.0 114/144</p>

<div>Skunk</div> <div> <div>DUTY: Characters 1 or 2 spaces behind the Skunk have -2 to their die rolls.</div> </div>	m	<div>Sleuth</div> <div> <div>Instead of taking his movement roll, the Sleuth can move the same number of spaces as the last character to move during their turn.</div> </div>	m	<div>Spy</div> <div> <div>Before each race, the Spy's player can wait to select their character for the race until after all other players have selected and revealed their characters.*</div> </div>	m
<div>State Trooper</div> <div> <div>When a character rolls a 6, the State Trooper can advance 1 space. If she does, the character that rolled a 6 loses their next turn, and all characters have -1 to their movement rolls until the State Trooper's next turn.</div> </div>	f	<div>Stock Broker</div> <div> <div>DUTY: When a character rolls a 1-4, the Stock Broker moves back 1 space. When a character rolls a 5 or 6, the Stock Broker can advance 2 spaces.</div> </div>	f	<div>Strong Sad</div> <div> <div>DUTY: When Strong Sad rolls a 1, other characters have -2 to their die rolls until Strong Sad's next turn. When Strong Sad rolls a 2, other characters have -1 to their die rolls until Strong Sad's next turn.</div> </div>	m

Sybil	f	Sylph	f	Taboo	f
<p>DUTY: At the beginning of Sybil's race, she draws 5 random unused character cards as alternate personalities and places them and her own card in front of her in a row (as though numbered 1-6). At the beginning of Sybil's turn, she rolls a die and races for that turn as the character corresponding with the resulting number. Sybil has -1 to her movement rolls.*</p>	v 1.0 121/144	<p>During her turn, if the Sylph stops her movement on a space alone, she can drift forward to the next occupied space.*</p>	v 1.0 122/144	<p>The Taboo can immediately advance 1 space when anyone but her says any of these words: dice, die, move, race, roll, six, turn.</p>	v 1.0 123/144
 Tangerine Ruler	m	Thief	m	Three Stooges	m
<p>Once during the Tangerine Ruler's race, he can build a wall by placing a token on any space. No character can enter that space or move past it until the Tangerine Ruler does, unless 3 characters are all standing on one side of the wall, which is enough to knock it down.*</p>	v 1.0 124/144	<p>Before the Thief's race begins, he can steal 1 VP from any player.*</p>	v 1.0 125/144	<p>DUTY: The Three Stooges have 3 characters to use for their race. Each Stooge has his own turn and movement roll. At the beginning of any Stooge's turn, if all 3 Stooges share a space with each other, all other players' characters in the race lose their next turn, the current Stooge advances 3 spaces, and the other Stooges move back 1 space.*</p>	v 1.0 126/144

<div>Tightrope Walker</div> <div> <div></div> <div>DUTY: Instead of the normal movement roll, the Tightrope Walker advances 10 spaces minus the number of spaces between the characters in the lead and in last place.</div> </div>	f	<div>Time Traveler</div> <div> <div></div> <div>The Time Traveler needs to speed up to at least 88 spaces per hour in order to travel through time. After his normal movement, as long as he has reached Space 9, the Time Traveler can move to the opposite space on the track.*</div> </div>	m	<div>Tortoise</div> <div> <div></div> <div>DUTY: The Tortoise does not roll to move. He advances 2 spaces at the beginning of every character's turn (including his own).</div> </div>	m
<div>Tramp</div> <div> <div></div> <div>When another character chooses not to use an ability or an ability effect, the Tramp can advance 1 space.</div> </div>	m	<div>Trapper</div> <div> <div></div> <div>DUTY: Before the Trapper's race begins, he secretly sets a trap on 2 unoccupied spaces. The first character besides the Trapper to stop on each space dies.*</div> </div>	m	<div>Troll</div> <div> <div></div> <div>DUTY: When a character shares the Troll's space, that character must move back 1 space. When a character would stop on the Troll's space, they must stop on the space behind him instead.</div> </div>	m

<div> <div></div> <div>Trucker</div> <div>m</div> </div>	<div> <div></div> <div>Twins</div> <div>f</div> </div>	<div> <div></div> <div>Two-Face</div> <div>m</div> </div>
<div> <div> DUTY: Instead of the normal movement roll, the Trucker rolls 2 dice on his first turn. At the beginning of each of his next turns, the Trucker adds 2 dice to the dice he rolls, to a maximum of 18 dice. He advances 2 spaces for each 6 he rolls, and he does not advance on other numbers rolled.* </div> <div> v 1.0 133/144 </div> </div>	<div> <div> DUTY: The Twins have 2 characters to use for their race. Each Twin has her own turn and movement roll. During either Twin's turn, if both Twins share the same space, instead of taking her movement roll, they can advance 7 spaces, split between them however they want.* </div> <div> v 1.0 134/144 </div> </div>	<div> <div> DUTY: Instead of the normal movement roll, Two-Face flips his lucky coin. On heads, he advances any number of spaces he chooses (from 0-9) that is printed on the coin. On tails, he loses his turn. </div> <div> v 1.0 135/144 </div> </div>
<div> <div> Undead </div> <div>m</div> </div> <div> <div> DUTY: Before the Undead's race begins, he is removed from the game. His player replaces him with a character the player used previously during this game, even if the character had died.* </div> <div> v 1.0 136/144 </div> </div>	<div> <div> Vampire </div> <div>m</div> </div> <div> <div> The Vampire's abilities can trigger when he shares a space with only 1 other character. If it is the Vampire's turn, instead of taking his movement roll, he can roll 2 dice and advance the number of spaces that they sum, and the other character loses their next turn. If the other character moves away before the Vampire's turn, he can take half of their movement, rounded down.* </div> <div> v 1.0 137/144 </div> </div>	<div> <div> Villager </div> <div>m</div> </div> <div> <div> Once between each of the Villager's turns, after a character has moved, the Villager can take a vote to undo the character's movement. All players vote simultaneously (thumbs up or thumbs down) to allow or undo the movement. Majority wins, and the Villager's vote breaks ties. The Werewolf's vote counts for 3 votes instead of 1.* </div> <div> v 1.0 138/144 </div> </div>

<div>War Horse</div> <div> <div>When a character anywhere in front of the War Horse advances, the War Horse can advance 1 space.*</div> </div>	m	<div>Werewolf</div> <div> <div>DUTY: When the Werewolf reaches a space with a 0 in its number, he stops there to howl, which ends the current turn and prevents any subsequent abilities from triggering, and the Werewolf has the next turn.*</div> </div>	m	<div>Windrunner</div> <div> <div>When the Windrunner rolls a 5 or 6 for movement, he can add 2 to the result.</div> </div>	m
<div>Witch</div> <div> <div>When the Witch is overtaken, she can cast a spell to make the character who overtook her lose their next turn. If the Witch does this, she must move back 1 space for this bad deed.*</div> </div>	f	<div>Wizard</div> <div> <div>Once at any time during the Wizard's race, for no VP cost, he can take any Advantage that was discarded during the game or that was not purchased during the draft. The Wizard's player can keep the Advantage for later, or they can use it immediately.*</div> </div>	m	<div>Xenomorph</div> <div> <div>DUTY: The Xenomorph does not begin her race on the track. At the beginning of her race, she places 2 infection tokens on any spaces before Space 10. The first uninfected character to stop on each token gets infected. The first infected character to reach Space 15 dies, and the Xenomorph enters the race on their space. From then on, characters that share the Xenomorph's space die.*</div> </div>	f