

# Adam's Custom Characters – Character Abilities

A Magical Athlete variant by Adam Sequoyah

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Alchemist	male	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.		3d6	1	Concept by Eric Dolansky (BGG: dialwand), 2018.
All-Powerful	male	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”).	If 2 or more duty abilities conflict, none of them trigger for the All-Powerful. If he and another character attempt at the same time to use the same ability which should only happen once (such as the Philosopher's ability), the All-Powerful loses this tie, and only the other character can use the ability. Abilities that would carry over to other races are ignored. Duty abilities that cannot be integrated into the race (such as the Hobbit trying to reach the start) are not used. If the All-Powerful makes any duplicates of himself (such as by using the Clone's ability), the All-Powerful characters cannot share benefits between them (such as collected junk tokens from the Hoarder's ability).		2	Concept by Eric Dolansky (BGG: dialwand), 2018.
Amazon	female	Instead of taking her movement roll, the Amazon can advance 5 spaces.			3	original
Assassin	male	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.			4	original

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Barber	male	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.			5	Concept by Eric Dolansky (BGG: dialwand), 2018.
Bard	female	When another character rolls a 6, the Bard can advance 1 space before that character uses their roll result.			6	original
BFF	female	When the BFF begins her turn on a space with another character, the BFF can add 3 to her movement roll.			7	Concept by Eric Dolansky (BGG: dialwand), 2018.
Boss	male	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.		6d6	8	Concept by Eric Dolansky (BGG: dialwand), 2018.
Brain-in-a-Jar	female	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.			9	Concept by Stephan (BGG: Celtic Joker), 2017.
Burglar	female	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.	The Burglar must announce the burglary before the other character begins moving on the track.		10	Concept by Stephan (BGG: Celtic Joker), 2017.

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Calculator	female	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.			11	Concept by Eric Dolansky (BGG: dialwand), 2018.
Centaur	male	When the Centaur overtakes a character, he can kick that character back 1 space.	Count each character the Centaur kicks as 1 use of his ability, even when multiple characters are kicked back from the same space.		12	original
Charlatan	female	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.	This can make the Charlatan himself swap places. All characters on a space swap locations even if the number of characters on the opposite space is different. If the opposite space has no characters, characters on a space do not swap locations. The Charlatan advances for each swap triggered, even if other abilities or modifiers prevent the characters from ending up on the intended opposite spaces. Consider all of the Charlatan's swaps to happen simultaneously.		13	Concept by James Nathan (BGG: xitoliv), 2013.
Cheat	female	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.			14	Concept by Eric Dolansky (BGG: dialwand), 2018.
Cherry Picker	female	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.	The Cherry Picker's roll result can become less than 1.		15	Concept by James Nathan (BGG: xitoliv), 2013.

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Cicada	female	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.			16	Concept by Eric Dolansky (BGG: dialwand), 2018.
Clone	male	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.	The Clones can be played in any order on any turn, but their player cannot roll for movement and then decide which Clone will get the movement. Any Clone to finish the race takes the respective place in the race for his player, so it is possible for the Clone to take first and second place. If one of the Clones is targeted by a character such as the Femme Fatale, that character can use their ability against any of the Clones (but this is not true of the Xenomorph).	20 clone pawns	17	Concept by Eric Dolansky (BGG: dialwand), 2018.
Conjurer	male	After his normal movement roll, the Conjurer can reroll the die once.			18	original
Contemporary Artist	female	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.	Yes, a snooty character who stops on the Contemporary Artist's space instead of overtaking her ignores her and does not buy a piece of art. Yes, if a character overtakes the Contemporary Artist more than once, as long as their player still has more VP than the Contemporary Artist's player, the Contemporary Artist's ability triggers again. Although Shiny Baubles count toward a player's total VP, the Contemporary Artist cannot take Shiny Baubles for payment.		19	Concept by James Nathan (BGG: xitoliv), 2013.

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Cthulhu	-	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.	A character with a duty ability that causes them to take their turn differently than with the normal movement roll triggers a doom token discard for each of their turns. If a character finished the race in first place but all of Cthulhu's tokens of doom get discarded, the character who finished does not get a prize. Unlike the original rules' "FAQ" section might seem to imply, if a character does not use a non-duty ability, it is not counted as a use of the ability.	15 doom tokens	20	Concept by Eric Dolansky (BGG: dialwand), 2018.
Cupid	male	When a male and a female character share a space, Cupid can advance 5 spaces.			21	original
Cursed Knight	male	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.	If the Cursed Knight finishes the race before discarding his last life token, he escapes his curse and does not die.	5 life tokens	22	Concept by Eric Dolansky (BGG: dialwand), 2018.
Dancing Queen	female	When a male character shares the Dancing Queen's space, the Dancing Queen can advance both of them 3 spaces.	If this causes her to share a space with a different male character, the Dancing Queen can trigger this ability again with that other character. If multiple male characters share a space with the Dancing Queen, she can choose only one with whom to dance and advance.		23	Concept by Eric Dolansky (BGG: dialwand), 2018.
Demon	male	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.	To use his ability, the Demon must announce that he is using it before a character's roll.		24	original

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Detritivore	male	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.			25	Concept by James Nathan (BGG: xitoliv), 2013.
Double	female	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.		<b>2d6</b>	26	Concept by Eric Dolansky (BGG: dialwand), 2018.
Dozen	female	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).		<b>d12</b>	27	Concept by Eric Dolansky (BGG: dialwand), 2018.
Drafter	female	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.	Characters not in the race (such as characters who have finished) are not considered as being nearer to the finish than the Drafter. These are not moving, so this character cannot draft behind them.		28	Concept by Eric Dolansky (BGG: dialwand), 2018.
Dragon	female	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.	The Dragon breathes straight ahead of herself, only in her direct "line of sight." Characters on the side of the track opposite to the Dragon are not affected, except if the Dragon is on Space 14. If the Dragon breathes fire from Space 14, the only space that can be affected is Space 15. Characters on the Dragon's space are unaffected.		29	Concept by James Nathan (BGG: xitoliv), 2013.
Druid	female	After another character uses an ability, the Druid can advance 1 space.	The Druid can prevent the Philosopher from using his ability.		30	original
Dust Devil	male	DUTY: Characters behind the Dust Devil have -1 to their movement rolls.			31	Concept by Eric Dolansky (BGG: dialwand), 2018.

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Earthbreaker	female	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.	If multiple characters simultaneously reach a rift, they must all stop their movement.	<b>5 rift tokens</b>	32	Concept by Eric Dolansky (BGG: dialwand), 2018.
Emo Kid	male	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.			33	Concept by Eric Dolansky (BGG: dialwand), 2018.
Enchantress	female	When a male character shares the Enchantress's space, the Enchantress can advance 2 spaces and move back the other character 2 spaces.	If multiple male characters share a space with the Enchantress, she can choose only one to enchant.		34	Concept by Darren Sever (BGG: Kingbubba), 2011.
Ent	male	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.	A token can be placed underneath the Ent to show when he has taken root.	<b>rooted token and d6</b>	35	Concept by Stephan (BGG: Celtic Joker), 2017.
Entwife	female	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.	Consider the Ent to be in the race if an alternate-character ability uses the Ent (e.g., when Sybil has drawn the Ent and takes a turn racing as the Ent -- but not when Sybil has drawn the Ent but is not taking a turn racing as the Ent). If the Ent (or a character using an alternate-character ability as the Ent) and the Entwife both take second place, they both get the full amount of the second place prize.		36	Created by Adam Sequoyah (BGG: Barninator), 2018.

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Even Steven	male	DUTY: Instead of the normal movement roll, Even Steven rolls 2 dice and only advances the sum of any even numbers rolled.		2d6	37	Concept by Eric Dolansky (BGG: dialwand), 2018.
Evil Eye	-	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.		d8, d12, & d20	38	Created by Adam Sequoyah (BGG: Barninator), 2019.
Experimentalist	male	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.	If he would advance to the finish but past "Space 30," the Experimentalist must not advance at all, whether during his normal movement and/or from the effects of abilities or Advantages.		39	Concept by James Nathan (BGG: xitoliv), 2013.
Extremist	male	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.			40	Concept by Eric Dolansky (BGG: dialwand), 2018.
Fairy Godmother	female	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.	Count each granted wish as 1 use of the Fairy Godmother's ability.		41	Created by Adam Sequoyah (BGG: Barninator), 2018.
False Prophet	male	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.	The character who finished in second place still gets the prize for second place. This can be the False Prophet himself, so it is possible for him to get 2 sets of VP. If multiple characters finish the race in last place, consider the prophecy correct if the False Prophet predicted any one of those characters.	pen & paper	42	Concept by Eric Dolansky (BGG: dialwand), 2018.



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Father Time	male	DUTY: Father Time does not roll to move. Whether his turn or not, he advances 1 space every 5 seconds.	Count each of his turns as 1 use of his ability (although he does not care that it is his turn, and essentially his turn is always skipped).	clock	43	Concept by Eric Dolansky (BGG: dialwand), 2018.
Faun	male	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.	The Faun can be turned onto his side to indicate he is asleep.		44	Created by Adam Sequoyah (BGG: Barninator), 2018.
Femme Fatale	female	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.	She will hold grudges against multiple characters but only 1 grudge at a time against each character. If the Femme Fatale is holding a grudge against a character and that character again shares the Femme Fatale's space before she forces them to lose a turn, she does not hold an additional grudge against them.		45	Created by Adam Sequoyah (BGG: Barninator), 2019.
Fortune Teller	female	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.			46	Created by Adam Sequoyah (BGG: Barninator), 2018.
Freaky Friday	female	When a character stops on a space opposite to Freaky Friday, she can swap places with that character.			47	Concept by Eric Dolansky (BGG: dialwand), 2018.

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Fugitive	female	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.	The Fugitive does not begin her race on the track; she enters the race when she begins her first turn. Even if she gets “caught,” the Fugitive continues racing for the finish normally. The 4 VP for not getting caught is in addition to any other VP earned for the race. (I.e., it is possible for the Fugitive to get VP for her ability and for the first or second place prize.)		48	Concept by James Nathan (BGG: xitoliv), 2013.
Gambler	female	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.	Rolling a 3, 2, 2, 3 results in a total of 10, so the Gambler would advance 10 spaces for her movement. Rolling a 5, 6, 1 results in her movement as 0.		49	Concept by Eric Dolansky (BGG: dialwand), 2018.
Gardener	male	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.		20 vegetable tokens	50	Concept by Eric Dolansky (BGG: dialwand), 2018.
Ghoul	male	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.			51	original

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Giant	male	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.	A character can stop on the Giant's space (as though under his legs).		52	Concept by James Nathan (BGG: xitoliv), 2013.
Gladiator	male	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.	The Gladiator can only challenge each character to a duel once per time they share his space. (I.e., if the Gladiator loses a duel and the other character refuses to advance, the Gladiator cannot immediately challenge them to another duel.)	2d6	53	original
Grasshopper	male	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.	Only the Grasshopper changes spots in the turn order. The Grasshopper will get consecutive turns if he rolls a 1 himself.		54	Concept by Eric Dolansky (BGG: dialwand), 2018.
Hare	female	DUTY: The Hare has +2 to her movement roll. When advancing, the Hare must stop if she reaches Space 10, 20, or 29.	The Hare must stop on each of these spaces during her normal movement or when a character ability would move her past one of them.		55	Concept by Eric Dolansky (BGG: dialwand), 2018.
Hipster	male	When a character shares the Hipster's space, the Hipster can move back 1 space. 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.			56	Created by Adam Sequoyah (BGG: Barninator), 2018.

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Hoarder	female	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.	The Hoarder does not begin with any junk tokens.	<b>30 junk tokens</b>	57	Concept by Eric Dolansky (BGG: dialwand), 2018.
Hobbit	male	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.	If the Hobbit has more spaces still to move when he crosses the finish line, he can continue movement toward the start on the same turn.	<b>2d6</b>	58	Concept by Eric Dolansky (BGG: dialwand), 2018.
Holy Hand Grenade	male	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.	Rolling a 3, 3, 3, 4 results in a total of 13, so the Holy Hand Grenade would advance 13 spaces for his movement. Rolling a 3, 3, 5 results in his movement cancelled.		59	Concept by Eric Dolansky (BGG: dialwand), 2018.
Hound of Hades	male	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.	If a number is the same on 2 or 3 of the dice, the Hound of Hades advances the number of spaces of that duplicate number.	<b>3d10</b>	60	Created by Adam Sequoyah (BGG: Barninator), 2018.
Hydra	female	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.		<b>3d6</b>	61	Concept by James Nathan (BGG: xitoliv), 2013.

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Icarus	male	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.			62	Concept by James Nathan (BGG: xitoliv), 2013.
Incredible Hulk	male	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.	When he SMASHES, the Incredible Hulk can choose which direction to move characters sharing the space with him.		63	Concept by Darren Sever (BGG: Kingbubba), 2011.
Investor	female	DUTY: When the Investor is drafted, her player gets 3 VP. The Investor has -1 to her movement roll.	A player does not gain the Investor's 3 VP until after they have drafted her. (I.e., a player cannot draft the Investor if they do not already have enough VP to purchase her.)		64	Concept by Eric Dolansky (BGG: dialwand), 2018.
Invisible Man	male	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).	The Invisible Man cannot stop on the spaces in front of and behind the Giant, because this is due to the Giant's size instead of the Invisible Man's visibility.		65	Concept by Eric Dolansky (BGG: dialwand), 2018.
Janus	male	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.	Only the abilities of the character currently in the race can trigger at any point. If a prophet wants to predict how Janus's characters will finish the race, the prophet's prediction will be accurate if either of the characters that replace Janus are predicted. If one of the Janus characters is targeted by a character such as the Femme Fatale, that character can use their ability against either of the Janus characters, whichever one Janus is at the time.		66	Concept by James Nathan (BGG: xitoliv), 2013.

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Jedi	male	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.			67	Concept by Darren Sever (BGG: Kingbubba), 2011.
Jester	male	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.			68	Created by Adam Sequoyah (BGG: Barninator), 2019.
Johnny Two Times	male	DUTY: During the draft, Johnny Two Times costs twice the normal price. All of his die rolls are doubled.			69	Concept by Eric Dolansky (BGG: dialwand), 2018.
Juggernaut	male	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.	If the Juggernaut is not affected by other characters' abilities triggering, the other characters still carry out the other effects of their triggered abilities. (E.g., if the Juggernaut overtakes the Cursed Knight, the Juggernaut does not stop on the Cursed Knight's space, but the Cursed Knight must still advance 3 spaces and discard a life token).		70	Concept by James Nathan (BGG: xitoliv), 2013.
Kitty Kitty	male	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.	If the character calling Kitty Kitty is less than 3 spaces away, Kitty Kitty moves to that character's space.		71	Created by Adam Sequoyah (BGG: Barninator), 2018.
Lady Luck	female	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.			72	Created by Adam Sequoyah (BGG: Barninator), 2018.

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Leprechaun	male	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.	The pot o' gold is removed from the track once a character reaches it.	<b>pot o' gold token</b>	73	Concept by Eric Dolansky (BGG: dialwand), 2018.
Loan Shark	male	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.	If the Loan Shark gives a player a loan, they must take it. When paying back a loan, they must pay back all they can of what they owe. There is no penalty if they cannot pay back some or all of what they owe. If the Loan Shark dies, loans are still paid back as normal to the Loan Shark's player as his beneficiary.	<b>pen &amp; paper</b>	74	Created by Adam Sequoyah (BGG: Barninator), 2019.
Loki	male	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.	Duty abilities still trigger for a character when Loki controls them; if there is a choice in how to use the abilities, Loki can choose. The Philosopher can prevent Loki from using his ability.		75	Concept by Darren Sever (BGG: Kingbubba), 2011.
Mad Bomber	female	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.	If the Mad Bomber places a bomb on a space where a character has already stopped, the bomb doesn't explode immediately or when they move away. A character has to stop on that space after the bomb is placed for it to explode.	<b>20 bomb tokens</b>	76	Concept by Eric Dolansky (BGG: dialwand), 2018.
Magic Mirror	female	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.			77	Created by Adam Sequoyah (BGG: Barninator), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Martial Artist	male	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.	Count each space the Martial Artist skips as 1 use of his ability.		78	original
Mastermind	male	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.			79	Concept by Eric Dolansky (BGG: dialwand), 2018.
Medusa	female	When a character shares Medusa's space, Medusa can look at them to make them lose their next turn.			80	original
Merchant	male	Instead of taking his movement roll, the Merchant can exchange spaces with another character.			81	original
Mime	female	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.			82	Concept by Eric Dolansky (BGG: dialwand), 2018.
Minor Prophet	female	DUTY: Before her race begins, the Minor Prophet secretly predicts who will take second place. If the prediction was correct, she gets 2 VP.		pen & paper	83	Concept by James Nathan (BGG: xitoliv), 2013.
Minstrel	male	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.			84	Concept by Eric Dolansky (BGG: dialwand), 2018.
Mobster	male	When the Mobster overtakes a character, he can make that character lose their next turn unless they give the Mobster 1 VP.			85	Concept by James Nathan (BGG: xitoliv), 2013.



Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Mutineer	male	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.			86	Concept by James Nathan (BGG: xitoliv), 2013.
Necromancer	male	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.			87	original
Nightmare	male	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.			88	Concept by Stephan (BGG: Celtic Joker), 2017.
Ninja	male	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.	To use his ability, the Ninja must announce that he is using it before the character taking their turn begins moving or takes their movement roll. Once this ability is activated, the Ninja cannot stop it for the rest of the turn. Consider shadowing as simultaneous movement with the shadowed character, except that crossing the finish line in this way gives the Ninja the placement in the race after the shadowed character.		89	original
Oddball	male	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.			90	Concept by Eric Dolansky (BGG: dialwand), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Optimist	male	When the Optimist rolls a 1 for movement, he can advance 8 spaces instead of 1.			91	Concept by Eric Dolansky (BGG: dialwand), 2018.
Orphan	female	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.	If a character advances more than 1 space past her, the Orphan can still only be carried 1 space. Consider being carried as simultaneous movement with the other character, except that crossing the finish line in this way gives the Orphan the placement in the race after the other character.		92	Concept by Stephan (BGG: Celtic Joker), 2017.
Ouroboros	-	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.			93	Concept by Eric Dolansky (BGG: dialwand), 2018.
Pearl Diver	female	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.	The Pearl Diver cannot take a pearl token when she finishes the race.	20 pearl tokens	94	Concept by Eric Dolansky (BGG: dialwand), 2018.
Philosopher	male	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.	The Philosopher cannot deny 1-time abilities (e.g., the Rocketeer's or the Wizard's abilities). If multiple abilities or uses of an ability trigger simultaneously (e.g., the Centaur kicking multiple characters on a single space), the Philosopher can deny them individually instead of having to deny the whole lot. Of course, any abilities he does not deny still resolve their effects simultaneously once the Philosopher is done deciding.		95	original

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Phoenix	male	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.	If he is killed by another ability during a race, the Phoenix revives in this same way on his next turn. Since he flies directly to the lead, consider the Phoenix to have overtaken all characters on the track when he revives. The Phoenix can revive on the finish. If he is killed before his race (e.g., by the Assassin), the Phoenix is placed back with the unused characters instead of being removed from the game entirely.		96	Created by Adam Sequoyah (BGG: Barninator), 2018.
Pirate	male	At the beginning of his turn, the Pirate can kidnap a character, moving them to his space.			97	original
Poltergeist	male	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.		20 mischief tokens	98	Concept by Eric Dolansky (BGG: dialwand), 2018.
Predator	female	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.	Before she is alerted, the Predator can stay on her current space instead of moving. If multiple characters simultaneously alert the Predator, the Predator hunts all those characters and kills any of them with whom she later shares a space. It is possible that the Predator cannot finish the race, if no character ever shares her space to alert her.		99	Created by Adam Sequoyah (BGG: Barninator), 2019.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Priest	male	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.	The Priest's ability can be used at the beginning of the race, and it can be used on himself. It can be used if 1 character alone is in last place. If multiple characters are blessed, the Priest must still advance only 1 space for this good deed; count this as 1 use of his ability. If multiple characters are tied for last place, the Priest cannot bless a portion of them and exclude the others.		100	original
Programmer	male	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.	The program is available for all players to see. The order of the program cannot change during the race. Abilities affecting die rolls do not affect the Programmer's program. Abilities affecting movement can affect the Programmer's movement.	7d6	101	Concept by Eric Dolansky (BGG: dialwand), 2018.
Prophet	female	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.	If the Prophet predicts herself and she wins the race, she automatically gets second place, and no one gets first place.	pen & paper	102	original
Ranger	male	When he rolls a 1 or 2 for movement, the Ranger can advance 4 spaces instead of the number of the roll result.			103	original
Realtor	female	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.			104	Concept by James Nathan (BGG: xitoliv), 2013.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Regulator	male	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.	The Regulator can only choose what characters are affected by a character's ability when that character first tries to not use their ability.		105	Concept by Eric Dolansky (BGG: dialwand), 2018.
Rip Van Winkle	male	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.			106	Concept by Eric Dolansky (BGG: dialwand), 2018.
Robin Hood	male	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.	In the case of a tie, Robin Hood chooses from which 2 players to steal 1 VP each. If Robin Hood's player has the most VP, he might need to steal from himself. If Robin Hood's player has the fewest VP, that player keeps both of the VP Robin Hood stole.		107	Concept by Stephan (BGG: Celtic Joker), 2017.
Rocketeer	male	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.	To use his ability, the Rocketeer must announce that he is using it before rolling.		108	Concept by Darren Sever (BGG: Kingbubba), 2011.
Rumormonger	female	DUTY: When the Rumormonger is overtaken, the character or characters in the lead lose their next turn.			109	Concept by James Nathan (BGG: xitoliv), 2013.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Salamander	male	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.	Fire tokens can be used to show which spaces are on fire. If 2 spaces count as the nearest space not on fire, the Salamander chooses between them. If Space 1 or 29 were on fire, a character could be forced into the start or the finish if it were the nearest "space" not on fire.	<b>3 fire tokens</b>	110	Created by Adam Sequoyah (BGG: Barninator), 2018.
Shadow	female	When 1 or more characters are in the space in front of her, the Shadow can use non-duty abilities of those characters.	If the Shadow and another character attempt at the same time to use the same ability which should only happen once (such as the Philosopher's ability), only the other character can use the ability. The Shadow can only use other characters' abilities while they are in the space in front of her, but the effects of used abilities do not cease (e.g., if the Shadow dies by using the Phoenix's ability, she is no longer in the space behind the Phoenix, but she still uses the full effect of the Phoenix's ability to revive on her next turn). If the Shadow makes any duplicates of herself (such as by using the Clone's ability), the Shadow characters cannot share benefits between them, such as collected junk tokens from the Hoarder's ability.		111	Concept by James Nathan (BGG: xitoliv), 2013.
Shapeshifter	male	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.	Abilities that only trigger before a race begins are ignored. If a character is drawn with duty abilities that cannot be integrated into the race (such as the Hobbit trying to reach the start), the Shapeshifter keeps the character but ignores these abilities and instead takes a normal movement roll that turn.		112	Concept by Eric Dolansky (BGG: dialwand), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Siren	female	DUTY: At the beginning of the Siren's turn, characters not sharing her space must move 1 space toward her.			113	original
Sisyphus	male	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.	In each of his extra races, Sisyphus takes the spot in turn order before or after the player's other character, whichever his player wants. That turn order does not change during the race. If Sisyphus finishes a race in a place other than first or second, he cannot race again.		114	Concept by James Nathan (BGG: xitoliv), 2013.
Skunk	male	DUTY: Characters 1 or 2 spaces behind the Skunk have -2 to their die rolls.			115	Concept by Darren Sever (BGG: Kingbubba), 2011.
Sleuth	male	Instead of taking his movement roll, the Sleuth can move the same number of spaces as the last character to move during their turn.			116	Concept by James Nathan (BGG: xitoliv), 2013.
Spy	male	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.	This ability is available until the Spy has raced.		117	original
State Trooper	female	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.			118	Concept by James Nathan (BGG: xitoliv), 2013.
Stock Broker	female	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.			119	Concept by James Nathan (BGG: xitoliv), 2013.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Strong Sad	male	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.			120	Concept by James Nathan (BGG: xitoliv), 2013.
Sybil	female	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.	Sybil's -1 movement roll modifier does not affect her alternate personalities. If Sybil's die roll for selecting a character is affected by an ability so that the roll result is not between 1 and 6, Sybil races as the character she has currently in the race. If one of her characters has died and Sybil rolls their number, Sybil races as herself for that turn. Abilities that only trigger before a race begins are ignored. If a character is drawn with duty abilities that cannot be integrated into the race (such as the Hobbit trying to reach the start), Sybil keeps the character but ignores these abilities and instead takes normal movement rolls for that character. If a prophet wants to predict how Sybil will finish the race, the prophet's prediction will be accurate if any of Sybil's personalities finish. If one of the Sybil's personalities is targeted by a character such as the Femme Fatale, that character can use their ability against any of Sybil's personalities, whichever one is showing at the time.		121	Concept by Eric Dolansky (BGG: dialwand), 2018.
Sylph	female	During her turn, if the Sylph stops her movement on a space alone, she can drift forward to the next occupied space.	This can allow her to drift to the finish if another character has already finished.		122	Created by Adam Sequoyah (BGG: Barninator), 2019.



Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Taboo	female	The Taboo can immediately advance 1 space when anyone but her says any of these words: dice, die, move, race, roll, six, turn.			123	Concept by Eric Dolansky (BGG: dialwand), 2018.
Tangerine Ruler	male	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.	The wall is removed once one of the conditions is met for allowing characters to enter that space.	<b>wall token</b>	124	Concept by Eric Dolansky (BGG: dialwand), 2018.
Thief	male	Before the Thief's race begins, he can steal 1 VP from any player.	If a player does not have at least 1 VP in victory point chips, the Thief's ability has no effect if he tries to steal from that player.		125	original
Three Stooges	male	DUTY: The Three Stooges have 3 characters to use for their race. Each Stogie has his own turn and movement roll. At the beginning of any Stogie'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 Stogie advances 3 spaces, and the other Stooges move back 1 space.	The 3 Stooges' turns are taken one after the other. If one of the Stooges is targeted by a character such as the Femme Fatale, that character can use their ability against any of the Stooges (but this is not true of the Xenomorph).	<b>3 stooge pawns</b>	126	Created by Adam Sequoyah (BGG: Barninator), 2019.
Tightrope Walker	female	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.			127	Concept by Eric Dolansky (BGG: dialwand), 2018.
Time Traveler	male	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.	Once the Time Traveler has reached Space 9, he can use his ability on any of his future turns.		128	Concept by Eric Dolansky (BGG: dialwand), 2018.
Tortoise	male	DUTY: The Tortoise does not roll to move. He advances 2 spaces at the beginning of every character's turn (including his own).			129	Concept by Eric Dolansky (BGG: dialwand), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Tramp	male	When another character chooses not to use an ability or an ability effect, the Tramp can advance 1 space.			130	Created by Adam Sequoyah (BGG: Barninator), 2019.
Trapper	male	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.	If multiple characters simultaneously stop on a trap, they all die. If the Predator is in the Trapper's race, the Trapper must wait until the Predator chooses her starting space before choosing his spaces for traps.	pen & paper	131	Concept by Stephan (BGG: Celtic Joker), 2017.
Troll	male	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.			132	original
Trucker	male	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.	Once he is rolling with at least 8 dice, the Trucker ignores die roll modifiers from other abilities.	18d6	133	Concept by Eric Dolansky (BGG: dialwand), 2018.
Twins	female	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.	The Twins' turns are taken one after the other. The Twins can be played in any order on any turn, but their player must choose which Twin will move before rolling for movement (they cannot roll and then decide to which Twin the roll applies). If one of the Twins is targeted by a character such as the Femme Fatale, that character can use their ability against either of the Twins (but this is not true of the Xenomorph).	twin pawn	134	Concept by Eric Dolansky (BGG: dialwand), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Two-Face	male	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.		coin with numbers	135	Concept by Eric Dolansky (BGG: dialwand), 2018.
Undead	male	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.	Abilities that only trigger before a race's selected characters are revealed are ignored. All abilities for the selected character are reset.		136	Concept by James Nathan (BGG: xitoliv), 2013.
Vampire	male	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.	So if the character sharing the Vampire's space moves away by rolling a 5 for movement during their turn, and if the Vampire triggers his ability, the Vampire advances 2 spaces and the other character advances 3 spaces.	2d6	137	Concept by Eric Dolansky (BGG: dialwand), 2018.
Villager	male	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.	If the voting majority says a character's movement is undone, the movement is not considered to have happened. So no other abilities are triggered that could have been triggered by the movement, and no abilities are triggered that could be triggered by the character un-moving back to the space from which it began its would-have-been movement. Only consider the Villager to have used his ability if movement is undone.		138	Created by Adam Sequoyah (BGG: Barninator), 2019.
War Horse	male	When a character anywhere in front of the War Horse advances, the War Horse can advance 1 space.	A character must begin their movement in a space in front of the War Horse for this ability to trigger. (E.g., a character sharing the War Horse's space and advancing does not also advance the War Horse 1 space.)		139	Concept by Darren Sever (BGG: Kingbubba), 2011.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Werewolf	male	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.	When the Werewolf howls, any other characters moving complete their movement, and triggered abilities that had already begun to go into effect must complete, but they do not move the Werewolf. After the Werewolf howls and takes his next turn, the normal turn order resumes, beginning with the player to the left of the Werewolf's player.		140	Created by Adam Sequoyah (BGG: Barninator), 2019.
Windrunner	male	When the Windrunner rolls a 5 or 6 for movement, he can add 2 to the result.			141	Concept by Darren Sever (BGG: Kingbubba), 2011.
Witch	female	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.	Count each character on whom the Witch casts a spell as 1 use of her ability, even when multiple characters overtake the Witch simultaneously. If the Witch casts a spell on multiple characters who simultaneously overtook her, consider the spells the Witch casts on these characters to happen simultaneously.		142	original
Wizard	male	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.	The Advantage must be taken from the general supply and not from another player (i.e., the All-Powerful cannot take the Advantage away from the Wizard the Advantage the Wizard just took).		143	Only for use with the "Advantages" variant. Created by Adam Sequoyah (BGG: Barninator), 2018.

Character	Gender	Ability	Ability Clarifications	Extra Components	#	Notes
Xenomorph	female	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.	Only 1 infected character can die from the Xenomorph taking them over. If 2 characters get infected, the one not replaced by the Xenomorph can still be killed by sharing a space with her on the track. After her race, the Xenomorph cannot be used in another race, even if she did not replace a character on the track.	<b>2 infection tokens</b>	144	Concept by Eric Dolansky (BGG: dialwand), 2018.

# Adam's Custom Characters – FAQ

*A Magical Athlete variant by Adam Sequoyah*

## **Abilities: Duty or Non-Duty**

Unless otherwise specified, “abilities” refers to characters’ duty or non-duty abilities. (I.e., for an ability triggered by another ability, that other ability can be either a duty or a non-duty ability, unless the text specifies which one.)

## **Advancing**

To “advance” means to move on the race track toward the finish, or toward the start if the start is the current goal to reach as part of a character’s duty abilities.

## **Any Character vs. Other Characters**

Unless otherwise specified, when an ability says “a character,” it refers to any character including the character with the ability. (E.g., Cupid’s ability can be triggered when only he and the Druid share a space.) Abilities that only apply to other characters specifically say “other character” or “another character.”

## **Conflicting Abilities: Duty vs. Non-Duty**

If more than one character’s abilities are in conflict with one another, duty abilities always take priority. (I.e., a duty ability triggers but a non-duty ability does not, if it contradicts the duty ability.)

## **Conflicting Abilities: Turn Order Priority**

If more than one duty or non-duty abilities conflict, the current player’s character abilities take priority, then the next in turn order, etc. (I.e., a duty ability triggers but a conflicting non-duty ability does not.)

## **Death and Dying**

If a character “dies” for some reason, it is removed from the game. For the rest of the game, no one can access it through any ability that uses unused or undrafted characters. Unless otherwise specified, the dead character is not replaced.

## **Dice**

Unless otherwise specified, all notes about rolling a “die” or “dice” refer to standard six-sided dice (d6).

## **Discards**

If a character card or token is “discarded,” it is set aside. This does not make it unavailable or “out of the game.” (E.g., if one of the Mad Bomber’s bombs explodes and is discarded, this does not reduce her available supply of bomb tokens (it’s unlimited).)

## **Duty Abilities**

A character ability can say “DUTY,” meaning there is at least 1 thing that will happen whether anyone wants it to or not. But a character with a duty ability may also have an ability or part of an ability that offers an option to the player. This is indicated by the word “can” (e.g., “the Barber can cut their hair”).

## **Finishing the Race and Moving to the Finish**

Unless otherwise specified, if movement advances a character any number of spaces past Space 29 or if an ability moves a character to “the finish,” the character finishes the race on the finish or “GOAL” (which is sort of its own space, although not defined as a race track “space” for purposes of ability triggering) and places accordingly for VP prizes (first or second place, etc.). Once a character has finished the race, they are no longer considered to be currently “in” the race or in the lead, their abilities no longer trigger, they do not have turns, and they cannot be affected by abilities unless otherwise specified.

## **Full Number Requirement**

Unless otherwise specified, when a triggered ability references a numbered count (such as a number of spaces for movement), the character affected must use the complete count or must move the full number of spaces, if possible. (E.g., the Brain-in-a-Jar cannot move other characters a total of only 4 spaces when her die shows the number 5.)

## **House Rules/Your Call**

If there is a discrepancy or confusion with any rule, make your own call on how to play. The game is meant for fun, so play how you like! Feel free to hone in on the fine points of the rules to allow for the fairest contest possible. Or don’t worry so much about the details, and let the competing characters go bonkers to see what happens.

## **In Front Of/Behind, Away From/Toward**

Being “in front of” or “behind,” or moving “away from” or “toward,” are related to lower or higher numbers of the track spaces. (E.g., a character on Space 5 pushing away a character who is on Space 23 will move them to a space with a higher number, such as Space 25.) You can consider the start as Space 0 and the finish as Space 30 for interpreting these phrases. (E.g., if the Skunk is on Space 2, his ability affects characters on Space 1 and in the starting area.) Whichever side of the race track characters are on does not matter.

### **In Last Place**

Multiple characters can be in last place at the same time. Only consider a character or characters to be in last place if they are on the lowest-numbered space on the race track of all characters currently in the race (you can consider the start as Space 0 for determining who is in last place) and if they are heading in the direction of the finish. (E.g., if the Hobbit is on Space 1 and he has not yet reached the finish, he is in last place. If the Hobbit is on Space 1 and he has already reached the finish, he cannot be considered to be in last place, since he is not heading in the direction of the finish. The Contemporary Artist will never be in last place, since she only ever heads in the direction of the start.) Unless all characters in the race are heading in the direction of the start, at least 1 character will always be in last place. Characters who have finished the race cannot be considered to be in last place.

### **In the Lead**

Multiple characters can be in the lead at the same time. Only consider a character or characters to be in the lead if they are on the highest-numbered space on the race track of all characters currently in the race and if they are heading in the direction of the finish. (E.g., the Hobbit in the finish is heading in the direction of the start, so he is not then in the lead. If the Hobbit is on Space 29 and he has not yet reached the finish, he is in the lead. If the Hobbit is on Space 29 and he has already reached the finish, he is not in the lead. The Contemporary Artist will never be in the lead, since she only ever heads in the direction of the start.) Unless all characters in the race are heading in the direction of the start, at least 1 character will always be in the lead. Characters who have finished the race cannot be considered to be in the lead.

### **Infinite Loops**

If a character's ability could trigger an infinite or nearly-infinite loop, that ability cannot be used. If multiple characters' abilities together could cause a loop (e.g., the All-Powerful overtaking the Jester), non-duty abilities are canceled, and duty abilities must still trigger. But if multiple characters' duty abilities could cause a loop, they are all canceled. Other abilities still trigger if they were not involved in causing a loop, even if they triggered at the same time as abilities that would have caused a loop.

### **Losing a Turn and Losing Multiple Turns**

Unless otherwise specified, abilities that make a character lose their next turn do not affect the current turn at all. If a character has already been affected by an ability which caused them to lose their next turn, and before that turn would happen another ability would cause them to again lose their next turn, they are unaffected. (But if you want to play a harsher version of these rules, you can play that characters can lose multiple future turns at once!)

### **Movement Modifiers**

Modifiers to movement (+2, -1, etc.) do not affect the number of a die roll result but the movement a character makes using that number from the die. They also affect movement from abilities only when the abilities cause movement to take place instead of normal turn movement and when a number of spaces is specified. They add to or subtract from the number of spaces to move in whatever direction a character would move. They do not affect movement from abilities when a number of spaces is not specified (e.g., when the Drafter uses her ability).



### **Movement Rolls Not Replaced by Abilities**

Unless otherwise specified, abilities that move characters do not take the place of characters' normal movement rolls. (E.g., the Charlatan might swap characters at the start of his turn, which advances him; then he still takes his normal movement roll. Likewise, Cupid takes his normal movement roll, and if this causes him to share a space with a female, he can advance 5 more spaces.)

### **Near and Far**

Consider spaces "nearer to" or "farther away from" one another in relation to the numbers of the track spaces. You can consider the start as Space 0 and the finish as Space 30 for interpreting these phrases. (E.g., if the Hobbit is on Space 4 and the Salamander stops there and lights the track on fire, the space nearest to the Hobbit which is not on fire is either Space 2 or Space 6 (not Space 25).)

### **Negative or Zero Die Roll Results**

Unless otherwise specified, abilities that reduce die rolls can cause die roll results to become less than 1 (i.e., 0, or a negative number). If a character gets a negative roll result for movement, they must move back (see "Negative or Zero Movement").

### **Negative or Zero Movement**

Unless otherwise specified, abilities that modify movement can cause the number of movement spaces for a character to become less than 1 (i.e., 0, or a negative number). If a character's movement is a negative number, they must move back as many spaces as possible of the movement number, including into the start. No matter how far back a character should move, the start is the farthest back "space" to which they can move.

### **Opposite Spaces**

"Opposite" spaces on the race track are spaces other than the start and the finish that are positioned directly opposite to one another, such as Spaces 1 and 28, Spaces 10 and 19, and Spaces 14 and 15.

### **Order of Operations for a Race Turn**

1. New turn, with beginning-of-turn duty and non-duty abilities. 2. Movement roll, then duty/non-duty abilities triggered by the roll or reroll result. 3. Character movement, then duty/non-duty abilities triggered by the movement (such as sharing a space and overtaking). 4. End of turn, with end-of-turn duty/non-duty abilities, then pass the movement die.

## **Overtaking**

To “overtake” means that a character’s position changes from any space behind another character to any space in front of them, during a single movement (before stopping). If any movement or ability changes a character’s location on the race track, consider the character to have overtaken any characters it advances past. Likewise, consider any stationary characters to have overtaken any characters moved backward past the stationary characters. This definition of overtaking is different from the original rules, since in the original rules overtaking was considered to have happened only over the course of a whole turn. I’ve changed it in this variant since there are many more times extra movement and triggered abilities can happen during a turn, and it’s harder to keep track of characters’ positions on the game board at the start and end of a turn.

## **Reaching a Space**

A character “reaches” a space by stopping on or moving past it. This can be their movement from the normal movement roll or from some ability which moved them.

## **Rerolls**

If character abilities trigger rerolls, the character rerolling can only use the final roll’s result when rerolling completes, and character abilities triggered by specific rolled numbers can only trigger by the final roll result also.

## **Rolled Numbers/Die Roll Results**

Unless otherwise specified, abilities triggered by certain numbers being rolled can trigger either by normal movement rolls or by die rolls from abilities. Do not consider a number that someone selected or to which someone set a die to have been “rolled.” But a rerolled die or a die rolled and then flipped produces a “rolled” number. If abilities could trigger by a certain number being rolled but other ability effects change the roll result, only the changed roll result can be used (e.g., if the Amazon rolls a 6 but the Demon used his ability on the roll, the Bard cannot use her ability from the Amazon’s roll result, since the final “result” is actually 5). If an ability can trigger by a rolled number, abilities that reroll or flip the die, etc., happen first, because the roll needs to arrive at a final result before the rolled-number abilities can trigger. (E.g., if the Conjuror rolls a 6 for movement, the Bard cannot use her ability unless the Conjuror does not reroll or rerolls and again rolls a 6.)

## **Sharing a Space**

More than 1 character “share a space” when they are stopped on the same space. This can be before the movement of the character currently taking their turn, after their movement, and before or after abilities are resolved. A turn does not have to end, with all movement for the turn completed, before checking for shared spaces. It does not count as sharing a space for a character to pass through a space while moving a certain number of spaces. Unless otherwise specified, a character’s shared-space abilities can trigger when it is not that character’s turn (e.g., Cupid’s ability can trigger during another character’s turn). Shared-space abilities do not re-trigger for the same group of characters if they share a space and then move simultaneously to a different space. (E.g., if the Amazon moves to Space 10 where the Ranger is and Cupid’s ability triggers, when the Siren’s ability moves the Amazon and the Ranger back to Space 9, they are still sharing a space and a new shared-space situation has not arisen, so Cupid’s ability does not trigger again.)

### **Simultaneous Ability Effects and Resolving Disagreements**

Usually, consider characters' abilities that trigger at the same time to produce simultaneous results. Wait until after all abilities which triggered at the same time to resolve before checking for further abilities that might trigger. Duty and non-duty abilities can trigger at the same time. But if there is a disagreement, duty abilities must trigger first. If there is still a disagreement, use the current turn order (or the turn order of the forthcoming first turn of the race, if the race has not yet begun) to determine whose abilities trigger first; the first player in turn order must use (or choose to use or not to use) their character's abilities before the next player must. (E.g., if the Programmer, the Prophet, Robin Hood, the Thief, the Trapper, and the Undead are all selected for the same race, all of their abilities should trigger simultaneously, but the Prophet's player wants to see what character will take the place of the Undead, and the Thief's player wants Robin Hood to go first so Robin Hood does not steal from him. Because of this disagreement, duty abilities must trigger first, so the Programmer, Robin Hood, the Trapper, and the Undead will use their duty abilities first. Robin Hood's and the Undead's abilities will not affect each other or the Programmer or the Trapper, so Robin Hood and the Undead go ahead and carry out their abilities' effects simultaneously. The Trapper would like to wait to see what spaces the Programmer might be landing on, but the Programmer would like the Trapper to commit to his spaces for laying traps before the Programmer reveals his program. The Trapper will have the second turn in this race and the Programmer the fourth, so the Trapper must use his ability first. Then the Prophet and the Thief can use their abilities, and they do so simultaneously, since their players do not care about their order.)

### **Simultaneous Movement**

If any ability causes multiple characters to move at the same time, consider the movement to happen simultaneously.

### **Spaces on the Race Track**

With this variant, only race track Spaces # 1-29 are considered to be "spaces," while the start and the finish are not.

### **Start/Starting Area and Moving Back There**

A character can be moved back to the starting area or "START," but not back past it. So if movement modifiers or abilities cause a character to move back any number of spaces past Space 1, the character goes back to the starting area (which is sort of its own space, although not defined as a race track "space" for purposes of ability triggering) and no further back. If that character later advanced, they would begin by advancing to Space 1.

### **Stopping on a Space**

A character "stops" on a space on the race track by their movement ending. This can be their movement from the normal movement roll or from some ability which moved them. It is possible for several abilities to trigger back to back, based on more than 1 instance of the same character "stopping" on different spaces.

### **Token Limits (None)**

Unless otherwise specified, there is no limit to the number of tokens a character can use, if the character has an ability using tokens to count items or powers related to their abilities.

### **Unused Characters**

Some character abilities allow players to use unused characters (characters that were not drafted before the races started). Since the original game never had more than 5 unused characters at a time, this was a fairly small pool from which to draw. This affected gameplay during the draft, in players' choices of characters, and during the races, in abilities like the Assassin's. If you play with more characters than in the original game, consider limiting the number of those in the pool of characters from which to draw at the start of the game. You can select which characters you'd like to be in the starting pool or randomly draw them.

### **VP**

New characters' abilities could potentially generate more VP than the original game provides. Unless otherwise specified when a character/player gets VP, they take it from the general supply of VP chips.

### **When Abilities Trigger**

Unless otherwise specified, a character's abilities can trigger with no limit to the number of times (but only once per individual triggering situation), beginning when the race the character is currently in begins, no matter whose turn it is, as long as the character has not finished the race or died.

### **Within [x] Spaces**

Being "within" a certain number of spaces relates to lower or higher numbers of the track spaces. And it includes sharing the same space. (E.g., a character on Space 5 is within 2 spaces of a character on Space 7. And a character on Space 7 is within 5 spaces of another character on Space 7.) Unless otherwise specified, you can consider the start as Space 0 for interpreting this phrase. (E.g., if the Skunk is on Space 2, characters in the starting area are affected by the Skunk's ability.) The space opposite to a character's space on the race track is not within 1 space (unless it is Space 14 or 15).

### **Winning a Race**

To "win" a race means to finish in first place. This variant refers to "winning" in this way for the sake of simplicity, although it might not be a player's goal for their character to finish first but instead to finish in second place or to do something else entirely.