

E rnest



Hunter HP 10

Win condition:
All the **Shadow** characters are dead

Special ability:
(Matyr)
At the start of your turn, you may sacrifice yourself to deal 1 damage to all **Shadows** and discard all equipment cards belonging to them
(Once per game)

F elecia



Hunter HP 12

Win condition:
All the **Shadow** characters are dead

Special ability:
(Resourceful)
Whenever you draw cards, you draw 2 cards and discard one

G ayle



Hunter HP 14

Win condition:
All the **shadow** characters are dead

Special ability:
(Trained Fighter)
if your attack misses, you may reroll your attack.

U dl



Shadow HP 11

Win condition:
All the **Hunter** characters are dead or 3 **Neutrals** are dead.

Special ability:
(Hidden)
You can only be attacked if you are at a location with just one other player

V oodoo



Shadow HP 13

Win condition:
All the **Hunter** characters are dead or 3 **Neutrals** are dead.

Special ability:
(Puppet)
Choose a player: you control that player's next entire turn but may not reveal or interact with their role card
(Once per game)

W rath



Shadow HP 14

Win condition:
All the **Hunter** characters are dead or 3 **Neutrals** are dead.

Special ability:
(BURN!)
At the start of your turn you may deal 2 damage to all other characters at your location

A ntimony



Neutral HP 8

Win condition:
(None until your special ability has triggered)

Special ability:
(Morph)
When the first player dies, you must reveal your identity. You gain that player's Special ability and Win Condition. **(Once per game)**

B ethany



Neutral HP 10

Win condition:
The **Chosen** player wins

Special ability:
(Alter Destiny)
At the start of your turn you may make someone the **Chosen** by giving someone one of your equipment cards. Anyone can give you an equipment card at the start of their turn to make him or her the **Chosen**. There may only be one Chosen at a time

C indy



Neutral HP 11

Win condition:
You are alive and all other **Neutral** characters are dead

Special ability:
(Nightmare)
Deal one damage to any character that damages you

D

Despair



Neutral

HP 13

Win condition:

You must be the only person alive. While you are alive no other player can win unless his or her win condition requires you to win.

Special ability:

(Apocalypse)

Your attacks damage all characters at all locations.