



# TRICKSTER

JAMES JESSE

## ITCHING POWDER BOMB SPECIAL ATTACK

Range 5. Lob 10. Attack 4.  
Start the game with 1 white Itching Powder Marker on this card. Choose a Unique Hero to attack. No clear line of sight is needed. Place the Itching Powder Marker on the chosen Hero's card. While the Marker is on the chosen Hero's card, it must roll the 20-sided die before moving normally. If it rolls 1-13, it subtracts 1 from its movement for that turn. The chosen Hero must continue rolling the 20-sided die until 1-13 is no longer rolled or its movement is reduced to 0. This special attack may only be used once per game.

## STICKY GUM

When attacking with a normal attack, if you roll 1 or more blanks, the defending figure cannot move this turn and must roll 1 fewer defense die for each blank rolled.

## HEY, LOOK OVER THERE!

If Trickster is attacked and at least 1 skull is rolled, you may reveal an "X" Order Marker on any other card you control and ignore the attack. The attacking player's turn immediately ends.



4  
LIFE

MOVE 5


RANGE 1

ATTACK 3

DEFENSE 3

65

POINTS

  
HUMAN  
UNIQUE HERO  
ROGUE  
TRICKY  
MEDIUM 5