

Advocate

4

3 Lies

Exhaust: Prevent a Character from being arrested.
No Honor Exhaust: Arrest another Character.

Alchemist

1

Cannot be sent on heists.
Exhaust: Give another Character +1 to any skill until the end of the turn.

Assassin

2

1 Muscle 1 Stealth

No Honor Exhaust: Roll a die.
Dagger: Target character is killed. X: Assassin is killed.

Bruiser

0

1 Muscle

You talkin' to me?

Bruiser

0

1 Muscle

You talkin' to me?

Con Artist

0

1 Lies

Let me tell you how it is.

Con Artist

0

1 Lies

Let me tell you how it is.

Courtier

1

1 Lies

Courtier gains an additional Lies against Defenses guarding a Noble Objective.

Crooked Watchman

1

1 Muscle

When this card is being used against a Watch Defense, its skills change to 2 Lies. If this card would be arrested, it is killed instead.

Dashing Stranger

2

1 Lies 1 Muscle

No Honor Exhaust: Look at another player's hand.

Enforcer

2

2 Muscle

No Honor: Roll a die. On a dagger, exhaust another Character. On an X, exhaust Enforcer.

Engineer

2

1 Muscle 1 Tinker

Exhaust two Characters that you control to give Engineer +1 Muscle or +1 Tinker.

Fall Guy

1

1 Lies

No Honor: If another Character in your crew would be exhausted, arrested or killed, you may exhaust, arrest or kill Fall Guy instead.

Forger

2

1 Lies 1 Tinker

No Honor Exhaust: Counter a Scheme card and then use its effect yourself. This does not work on Moment of Truth cards.

Getaway Driver

1

1 Muscle

If another unexhausted Character on a heist with Geraway Driver would be killed or arrested, that Character is exhausted instead.

Ghost

4

3 Stealth

Exhaust: Counter a Scheme card. Does not work on Moment of Truth cards.
No Honor Exhaust: Take a Coin from another player.

Grave Robber

1

1 Stealth

No Honor: Whenever a Character is killed, gain 1 Coin.

Inside Man

2

When hired, attach Inside Man to an Objective. When you are on a heist of that Objective, you may ignore one skill icon on each Defense attached to it as long as this does not reduce a skill challenge to 0 icons. When that Objective is removed from the table, cycle Inside Man.

Jack-of-All-Trades

1

1 ?

When you assign Jack-of-All-Trades to a heist, pick a skill. Jack-of-All-Trades has that skill for the duration of the heist.

Locksmith

0

1 Tinker

Open Sesame.

Locksmith

0

1 Tinker

Open Sesame.

Lookout

1

If the heist fails, you do not take penalties from the failure of the challenge Lookout was assigned to.
Lookout does not count towards the Character limit on a challenge.

Magus

4

3 Tinker

Exhaust: Take a free Legwork action.
No Honor Exhaust: Look at another player's hand and steal a Scheme card.

Mastermind

3

Cannot be sent on heists.
Exhaust: Pick a skill. Every Character in your crew gains that skill until the end of the turn.

Operator

2

1 Stealth 1 Tinker

Exhaust: Look at the top three cards of any deck (Character, Scheme, Defense or Treasure) and return them to the top of the deck in an order you choose.

Pickpocket

2

1 Lies 1 Stealth

No Honor Exhaust: At the end of a heist, take a Coin from the share of any player involved. If Pickpocket was part of the heist, do not exhaust this card.

Polymath

4

1 Lies 1 Muscle 1 Stealth 1 Tinker

Exhaust Polymath whenever you send it on a heist.

Rogue Artificer

2

2 Tinker

No Honor Exhaust: Take a Scheme card at random from another player's hand.

Second-Story Man

0

1 Stealth

People who lock their doors often forget their windows.

Second-Story Man

0

1 Stealth

People who lock their doors often forget their windows.

Shyster

2

2 Lies

No Honor: You may, at any time, choose to remove Shyster from the heist team and resolve the heist as though you had never committed this Character.

Smuggler

1

1 Stealth

You may at any time put up to two Scheme cards underneath Smuggler. These cards do not count as being part of your hand for hand limits or the effects of other cards. As long as Smuggler is unexhausted, you may play those cards as though they were in your hand. Discard those cards if you lose control of Smuggler.

Sneak-Thief

2

2 Stealth

If the heist fails, gain 1 extra Coin if you succeeded in overcoming the Defense challenge where you assigned Sneak-Thief.

Stick-Up Crew

1

1 Muscle

No Honor Exhaust: Roll a die. Steal Coins from another player equal to the number of daggers rolled. On an X, kill Stick-Up Crew.

Veteran

4

3 Muscle

Exhaust: Prevent a Character from being killed.
No Honor Exhaust: Kill another Character.