

**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.