

# REFERENCE SHEET

## Character Abilities

<b>Amazon</b>	Instead of your turn, you can advance 5 spaces.
<b>Assassin</b>	After the draft, you can assassinate one character of your choice. It is removed from the game and randomly replaced by one of the removed 5 cards.
<b>Bard</b>	When another character rolls a “6”, you can advance 1 space.
<b>Centaur</b>	When you overtake another character, you can kick him 1 space backward.
<b>Conjurer</b>	After rolling the die for your turn, you can reroll it once if you desire. The new result must be used.
<b>Cupid</b>	Whenever a male character and a female character share a space, you can advance 5 spaces.
<b>Demon</b>	When another character rolls a die, you can reduce the result by 1. This decision is done before the roll, and the minimum result is 1.
<b>Druid</b>	When a character uses his special ability, you can advance 1 space.
<b>Ghoul</b>	When another character rolls “1” for his turn, you can advance 1 space and that character cannot advance.
<b>Gladiator</b>	When you share a space with another character, you can challenge the character. You and the opponent roll a die and compare the results. If your roll is higher or equal to the opponent’s roll, you can advance 2 spaces. If opponent rolls higher, he can advance 2 spaces.
<b>Martial artist</b>	You need not count the space occupied by other characters during your movement (i.e. you can pass over occupied spaces).
<b>Medusa</b>	When you share a space with another character, you can cast a spell to make him rest for his next turn (i.e. he loses a turn).
<b>Merchant</b>	Instead of your turn, you can exchange places with another characters.

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<b>Necromancer</b>	Instead of your turn, you roll a die and move one character of your choice backwards by the number rolled. Then you advance 1 space.
<b>Ninja</b>	When a character starts in the same space as the Ninja, you can claim “Shadowing”. You will move with that character during the entire turn.
<b>Philosopher</b>	When a character claims his special ability, you can cancel the effect of that ability. That character gets to move 1 space forward as compensation.
<b>Pirate</b>	At the start of your turn, you can kidnap one other character and move him to your space.
<b>Priest</b>	At the start of your turn, you can advance a last place athlete by 2 spaces, and then you can advance by 1 space for this good deed.
<b>Prophet</b>	When the race you are in starts, you can make a secret prophecy. You write one character’s name. If that character wins first place, then you automatically get second place.
<b>Ranger</b>	If you roll a “1” or “2” on your turn, you can advance 4 spaces instead of the die result.
<b>Siren</b>	DUTY. At the start of your turn, all other characters on the board must move one space closer to Siren.
<b>Spy</b>	When Spy is on your team (has not raced yet), you can see the selection of racers from the other players before you make your selection.
<b>Thief</b>	At the beginning of a race he is in, you can steal a 1 point chip from a player of your choice.
<b>Troll</b>	DUTY. When you share a space with another character, the other character must move backward 1 space.
<b>Witch</b>	When you are overtaken by another character, you can cast a spell to make him rest for his next turn (i.e. he loses a turn). You must move back 1 space for this bad deed.