



# COLETTE DU BOIS

Master, Living  
SHOWGIRL

CACHE

2

Df	Wp	Wd	Wk	Cg	Ht
6	6	8	4	-	2

## FINAL, OFFICIAL

**Df/Wp (📖) Death Defying:** When this model is reduced to 0 Wounds, it may be placed in base contact with target friendly model with a cost of 5 or more within 8". Sacrifice the target and then heal an amount of damage equal to the target's remaining Wounds plus one.

**Rehearsed:** Friendly Minion and Showgirl models within 8" may take (1) Interact Actions as (0) Actions.

**Df/Wp (⚔) Now You See Me...:** After suffering damage, discard target Scheme Marker within 1" to reduce the damage to 0, then place this model anywhere within 6".

**Artificial Soulstone:** Once per Turn, after this model spends a Soulstone to add a suit to a duel total, add one Soulstone to this Crew's Soulstone Pool.

## ATTACK ACTIONS

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**(0) The Sabre Trick** (Ca 7<sup>♣</sup> / Rst: **Df** or **Wp** / Rg: 4): Target suffers 2/3/4 damage. When this Action is declared, this model chooses if the resist is **Df** or **Wp**.

**(1) Hooked Cane** (MI 5<sup>♣</sup> / Rst: **Df** / Rg: ♣ 2): Target suffers 1/3/4 damage. Increase the final duel total of the Attack flip by 1 for each friendly Scheme Marker within ①5, to a maximum of +3.

♣ **Props:** After damaging an enemy, place a Scheme Marker within 1" of this model.

♣ **Costumes:** After damaging, this model gains the following Condition until the end of the Turn: "**Costumes:** Friendly models within ①3 may not be targeted with the Charge Action."

## TACTICAL ACTIONS

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**(1) Prompt** (Ca 7<sup>♣</sup> / TN: 13<sup>♣</sup> / Rg: 10): Push target other friendly model up to 3" in any direction, then the target may perform a (1) Action.

♣ **Final Act:** Once per Turn after succeeding during this model's Activation, the target gains **Reactivate**. Sacrifice the target at the end of the Turn.

**(1) Disappearing Act** (Ca 7<sup>♣</sup> / TN: 12<sup>♣</sup> / Rg: 3): Place target friendly Minion or Showgirl into base contact with a friendly Scheme Marker within 14" and LoS, then discard that Scheme Marker. Models placed in this way may not take Interact Actions for the rest of the Turn.