



Whiner

When orthogonally adjacent to another player, roll a die. On a roll of 5, you may take one of their Fatigue tokens. On a roll of 6, you may take either a Fatigue token or an item card in play from them. If you are on the same space as them, or they share a space with a Cyberman, add 1 to your roll. This ability is used during the movement phase when you do not occupy the same space as a Cyberman.



Singer

While this character is in the group, you are immune to the mind control effects of the Cybermen's sonic devices.

Passive Character

Only one character with a passive ability may be chosen per character group



AAF Re-Enactor

When orthogonally adjacent to a Cyberman, you may attack it. On a roll of 5 or 6, it is stunned and may not be moved until your next turn. If this ability is used in a named building, it succeeds on a roll of 4-6. If the Cyberman was carrying a human, that human is released. If not captured, and in the same square as a Cyberconversion unit, the Re-Enactor can destroy it on a roll of 4-6.



Parent

When orthogonally adjacent or in the same square as another player, you may berate them. Roll a die, on a 5-6, you effect the other player causing them to lose one Escape token. If they are on a space with a Cyberman, a 4-6 is successful. Fatigue may not be used to modify this attack. This ability is used during the movement phase when you are not on a space occupied by a Cyberman.



Lucky

Whenever you draw a card or cards, draw one extra card and discard one. The other card is placed in your hand.

Passive Character

Only one character with a passive ability may be chosen per character group



Local

Turn over an extra tile. This ability may only be used during the tile-revealing phase and may not be used on a Carpark or Old Parliament House tile.

Passive Character

Only one character with a passive ability may be chosen per character group



Geek

Move three spaces in any orthogonal direction, ignoring all Cybermen but not terrain. This ability can be used at any time except combat. This ability does not replace the movement phase.



Drunk

While this character is in the group, the player increases their maximum number of Escape tokens by one.

Passive Character

Only one character with a passive ability may be chosen per character group



Athletic

Roll a die, on a roll of 5-6, gain a Fatigue token. If this ability is used in a named building, a Fatigue token is gained on a roll of 4-6. This ability can be used at any time except during combat.



Sprinter

While this character is in the group, the player adds two to their movement roll.



Passive Character

Only one character with a passive ability may be chosen per character group



Bride or Groom

Roll a die, on a roll of 6, gain one Escape token. If this ability is used in a named building, an Escape token is gained on a roll of 5-6. This ability can be used at any time except during combat. Unlike other characters, there must be 1 Bride and 1 Groom in the game. The Bride and the Groom count as Geeks for the purposes of Cyberconversion.

