Any character with the **Faction (Gifted)** keyword can be taken in any gang.

Any character with the **Faction (Gifted)** keyword may use this *Command Ability*:

What's My Cue?
PULSE Command Ability
Use this Command Ability at the start of the round, before rolling iniative.
The character you have chosen to roll initiative uses this ability.
Instead of rolling, you decide which player gets to take first turn this round.

Il Capitano

3 Actions	**13** Life	**3** Will	**4** Command	**30** Size	**21** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Greatsword	1"	-	+2	-	Two-handed

Keywords
- *Faction (Gifted)*
- *Leader*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Brawler (2)**
- **Expert Offence (2)**

Stage Manager
👑 *PULSE Command Ability*
2 friendly characters within line of sight may make an immediate **Run/Climb** action. This movement cannot be used to move into or out of base contact with an enemy.

Troupe Leader
All friendly characters with the *Commedia dell'Arte* keyword gain **Companion (Il Capitano)** as long as this character is on the board.

Remember, that **Companion** characters **must** use the **MIND** value of their **Companion**, even if its lower (only Il Capitano thinks he's a great leader).

2.2.0

La Signora

3 Actions	**15** Life	**5** Will	**3** Command	**40** Size	**20** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Costume Pistol	6"	-	-	-	Black Powder, Harmless, Knockback
Rapier	0"	-	-	-1	-

Keywords
- *Faction (Gifted)*
- *Leader*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Bulky**
- **Parry (2)**

Search of Satisfaction
PULSE Command Ability

Add up every character (friendly or enemy) within 3" of this character. She replenishes that many **Will Points**.

All Eyes On Me

For every friendly character in line of sight to this character (including this character) at the start of the round, add a re-roll to your **All Eyes On Me Pool**.

Until the end of the round, any friendly character may use these re-rolls on any roll - one re-roll per dice.

2.2.0

The Duke

3 Actions	**13** Life	**2** Will	**2** Command	**30** Size	**22** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	5	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload 2
Sword	0"	-	+1	-	-

Keywords

- *Faction (Gifted)*
- *Leader*
- *Hero*
- *Unique*

Character Abilities

- **Aerial Attack**
- **Bodyguard (*Henchman*)**
- **Expert Offence (2)**
- **Infiltration**

Disappear - **2AP**

If this character is in base contact with any enemy characters, it may Disappear in a cloud of smoke.

All characters in base contact are counted as being hit with a weapon with the **Smoke** ability.

Place the Duke anywhere out of base contact within 12". This does **not** cause Attacks of Opportunity.

Inspiring Hero

If this is the only character with the *Leader* keyword in the gang, this character loses the *Hero* keyword. However, if there is another character with the *Leader* keyword, this character loses the *Leader* keyword.

2.2.0

The Aberration

Actions: 2
Life: 22
Will: 4
Size: 50
Ducats: 23

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	5	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Monstrous Tentacles	3"	+1	+1	-	Stun

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Berserk**
- **Bulky**
- **Mindless**

Slavering Horror
When this character makes **Combat**, **Drown**, or **Grapple** actions, it may re-roll any failed dice rolls (remember, you cannot re-roll the **Destiny dice**).

Yes, even against **Brave** characters!

2.2.0

Artisan Elena

Actions: 2
Life: 12
Size: 30
Ducats: 17

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Claws	0"	-	-	-1	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Vampire*

Character Abilities
- **Vampiric Attack (1)**
- **Frenzied**

Fanged Visage
At the beginning of the game before deployment, select another friendly character.
Until the end of the game that character either reduces its **Will Points** to 0 and gains **Frenzied** and **Vampiric Attack (2)**, or gains **First Strike (1)** and **Expert Offense (1)**.

2.2.0

Black Spectre

Actions 3
Life 30
Size 50
Ducats 30

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	6	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Spectral Touch	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Bulky**
- **Ethereal**
- **Fear (-2)**
- **Flight**
- **Mindless**

Supernatural
When making **Protection Rolls** against Spectral Touch, the target must use their **MIND** value instead of their **PROTECTION** value.

If the character failed their **Fear** test, they must re-roll any Aces.

2.2.0

Burattino

2 Actions	**10** Life	**4** Will	**30** Size	**15** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	1	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Carving Knife	0"	-	-	-	-

Diminutive
This character counts all base sizes as larger than it. This affects **Hunter**, Grappling, and Drowning, for example.

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Engage**
- **Expert Offence (3)**
- **Hunter**
- **Mindless**
- **Vampiric Attack (2)**

2.2.0

Fadhila

Actions: 3
Life: 12
Will: (symbol)
Size: 30
Ducats: 19

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	4	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Divinity, Fateweaving)*

Character Abilities
- **Expert Sorcerer (1)**
- **Mage (2)**

Protective Bubble - 1AP
Pick a number from 1-6.

Until the end of the round, any characters (friendly and enemy) gain **Universal Shielding (4)** and **Expert Protection (4)** while within that many inches of Fadhila.

2.2.0

Fate

Actions: 2
Life: 14
Will: 5
Size: 40
Ducats: 18

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Book of Destiny	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Runes of Sovereignty, Blood Rites, Fateweaving)*

Character Abilities
- **Ethereal**
- **Expert Sorcerer (2)**
- **Mage (2)**

The Other Side of the Coin - 1AP
If both Fate and Justice are on the board (as friendly characters), swap their positions.

Aura of Inevitability - 1AP
Pick an enemy character in line of sight within 6" and make an **Opposed Mind Roll.**

If successful, the target loses **2 Will Points** and **2 Life Points**, and this character replenishes **2 Will Points**.

2.2.0

Francisco De Lorme

Actions 2
Life 11
Will 4
Size 30
Ducats 16

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Scalpel	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Blood Rites, Wild Magic)*

Character Abilities
- **Mage (1)**
- **Expert Sorcerer (1)**

Take the Oath
At the beginning of the game before deployment, select another friendly character.
Until the end of the game, that character increases their starting **Will Points** by 2 and gains **Companion (Francisco De Lorme)**. Any friendly character within 6" and line of sight of them may use that character's **Will Points** as if they were their own.

2.2.0

Harbinger's Reflection

Actions: 2
Life: 10
Will: 4
Size: 30
Ducats: 17

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	2	3	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Shattered Touch	0"	-	-	-4	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Ethereal**
- **Universal Shielding (3)**

A Light in the Dark
Every time any other character uses **2 Will Points** in a single action, this character replenishes **2 Will Points**.

Additionally, this character may use **more than** **2 Will Points** to increase a roll.

Reflected Reality
Unless this character has been killed, every time you draw any **Agendas**, draw one extra, take a look, and then discard one.

2.2.0

3 Actions

11 Life

4 Will

30 Size

18 Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	7	4	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

Harlequin

Mischievous

Whenever an enemy character uses a **Will Point** within 3" of this character, roll a dice.

On a **7+** the **Will Point** is still discarded, but there is no effect.

Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Commedia dell'Arte*

Character Abilities

- **Acrobatic (3)**
- **Slippery**

2.2.0

Il Mentore

Actions: 2
Life: 12
Will: 2
Size: 30
Ducats: 16

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Stiletto	0"	–	+1	+1	–

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Trade*

Character Abilities
- **Slippery (2)**
- **Pickpocket**

Mask of Many Faces
At the beginning of the game before deployment, select another friendly character.
Until the end of the game, they gain **Slippery (2)** and **Pickpocket,** or **Aerial Attack** and **Infiltrate.**

2.2.0

Innamorati

3 Actions	**12** Life	**4** Will	**30** Size	**15** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload 2
Sword	0"	-	+1	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Parry (1)**

Till Death Do Us Part
When this character is reduced to **5 Life Points** or less, it gains **+2 ATTACK** and **Mindless.**

2.2.0

Justice

2 Actions
14 Life
5 Will
30 Size
18 Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword of Balance	1"	-	+1	-4	Two-handed

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Ethereal**

The Other Side of the Coin - 1AP
If both Fate and Justice are on the board (as friendly characters), swap their positions.

Justice Served
During deployment, pick 1 enemy character. Justice re-rolls all failed dice rolls when making **Combat** actions against this character, including the Destiny Dice!

2.2.0

Marco Leontus

Actions	2
Life	12
Will	2
Command	1
Size	30
Ducats	15

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pistol	8"	+1	-	-1	Black Powder, Reload 2

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

The Mask Makes the Noble

At the beginning of the game before deployment, select another friendly character.

Until the end of the game, that character either increases their starting **Command Points** by 2, or gains **Boat Crew**

2.2.0

Master Gerhard

Actions: 2
Life: 12
Will: 2
Size: 30
Ducats: 16

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Forge Hammer	0"	+1	+1	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Universal Shielding (3)**

Armourer
At the beginning of the game before deployment, select another friendly character.
Until the end of the game, that character gains either +1 **PROTECTION** and **Universal Shielding (2)**, or whenever it makes a Combat action against a character with **0 Will Points** remaining, if the attack deals at least 1 damage, increase the damage caused by 1 (before any protection rolls).

2.2.0

Maria Fioritura

Actions: 2
Life: 12
Will: (symbol)
Size: 30
Ducats: 18

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	2	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Paintbrush	0"	-	-	+1	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*
- *Discipline (Runes of Sovereignty, Fateweaving, Wild Magic)*

Character Abilities
- **Expert Sorcerer (1)**
- **Mage (2)**

Maria Fioritura may use the following unique Magic Spell. This spell cannot be used by other characters. She knows this in addition to any other spells.

Creative Creation
Cost: 2 **Difficulty:** 7

Place 1 Painted Protector anywhere within 3" of this character.
A Painted Protector counts as a friendly character and may take a turn that round as normal.

2.3.0

Painted Protector

Actions	2
Life	8
Size	30

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	6	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

Keywords
- *Faction (Gifted)*

Character Abilities
- **Expert Protection (2)**
- **Universal Shielding (4)**

Watered Down
If this character ever ends its turn in water, it is killed.

Work of Art
This character cannot be chosen as part of a gang, and gives no Victory Points if killed. In addition, if this character is killed, the Maria Fioritura that created it replenishes **1 Will Point**.

2.2.0

Solus Hydraea

Actions: 2
Life: 11
Will: 2
Size: 30
Ducats: 17

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Bronze Chisel	0"	-	-	-	Aquatic

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Fear (0)**
- **Water Creature**

Mask of Dagon
At the beginning of the game before deployment, select another friendly character.
Until the end of the game, they gain either the *Monster* Keyword and **Water Creature**, or **+1 ATTACK** and **Fear (0)**

2.2.0

The Mask Maker

Actions: 2
Life: 11
Will: 5
Size: 30
Ducats: 14

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	4	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Pliers	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Concealment (+1)**

Split Personalities

At the start of this character's turn, he puts on a mask. Pick one of the following for the Mask Maker to gain until the start of his next turn:

- **Fear (-2)**
- **Slippery**
- **Vampiric Attack (2)**
- **Water Creature**

2.2.0

White Dove

3 Actions	
14 Life	
2 Will	
40 Size	
21 Ducats	

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	4	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Dove's Kiss	8"	+1	-	-	Knockback, Reload (2)

Keywords

- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities

- **Expert Marksman (2)**
- **Flight**

⚙ **Blinding Flash - 2AP**
Place the Blast marker on White Dove. Every enemy character at least partially touched by it receives a **Stunned** counter.

2.2.0

Zovena Vela

2 Actions	**10** Life	**4** Will

30 Size	**15** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	3	3	4

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fireball	8"	-	+2	-2	Black Powder, Two-handed, Reload (2)
Fiery Explosion	0"	-	+2	-7	Black Powder, Blast, Reload (1)

Keywords
- *Faction (Gifted)*
- *Hero*
- *Unique*

Character Abilities
- **Brave**
- **Pickpocket**
- **Slippery**

Self-Immolate
When making a Combat action with Fiery Explosion, centre the Blast marker on Zovena Vela herself.

She is hit by this attack like anyone else touched by the marker.

2.2.0

Brighella

Actions: 2
Life: 11
Will: 2
Size: 30
Ducats: 13

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Atrezzo Crossbow	30"	-	-	-1	Reload (2), Two-handed

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Expert Marksman (1)**

Always Scheming
When a friendly character with the *Leader* keyword uses a **Command** while in line of sight, Brighella gains **1AP** until the end of the round.

Remember that no character can use more than **3AP** in one round!

2.3.0

Colombina

Actions: 2
Life: 11
Will: 2
Size: 30
Ducats: 10

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	5

Weapon	Range	Evasion	Damage	Penetration	Abilities
Gilded Mirror	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

All According to Plan
Colombina has a plan, and provided everyone plays their role, it'll all work out in the end.

Once per round, when any character with line of sight to this character (including herself) is about to make a roll with at least 1 dice, you can decide to score **a single Ace** instead of rolling.

2.3.0

2 Actions	**10** Life	**2** Will

| | **30** Size | **12** Ducats |

Coviello

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Prop Sword	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Acrobatic (2)**

Annoying Tune

All enemy characters have **-1 DEXTERITY** while within 3" of Coviello.

However, all enemy characters within 3" may re-roll 1 failed dice roll in **Combat** actions when Coviello is the target.

2.2.0

The Demolitionist

Actions	2
Life	11
Will	2
Size	30
Ducats	13

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Bomb	6"	+1	+2	-	Black Powder, Blast, Reload (1)

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*

Character Abilities
- **Berserk**
- **Expert Marksman (2)**
- **Mindless**

Deathwish
This character may not make Unarmed Combat actions.

Additionally, any failed Combat actions with Bombs always count as fumbles.

2.2.0

Escaped Madman

Actions	2
Life	14
Will	3
Size	40
Ducats	16

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Tentacled Rebar	1"	+1	+1	-	Knockback

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*

Character Abilities
- **Expert Grappler (3)**
- **Mindless**

Shattered Nexus
When this character is reduced to **0 Will Points**, after the current action is finished, place the Blast Marker over its head.

Every character under the marker (including this one) takes **3 Damage**, with **Protection Rolls** as normal. If this character survives, it replenishes **3 Will Points**.

2.3.0

Il Dottore

2 Actions
12 Life
2 Will
30 Size
13 Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Wine Bottle	0"	-	-	-	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Engage**

Bored to Inaction
Any character (friendly or enemy) within 3" of Il Dottore must listen to him drone on.

These characters do **not** benefit from any Commands used on them, including any *Command Abilities* they may be in range of.

Il Dottore finds himself extremely interesting, and so can be the target of Commands as normal.

2.3.0

	2 Actions	11 Life	2 Will		30 Size	13 Ducats

Mezzetino

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	3	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sword	0"	-	+1	-	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Parry (1)**

Vindictive
If an enemy character causes damage to Mezzetino (before Protection Rolls), he may re-roll any failed dice rolls for **Combat** actions against that character for the rest of the game, **including** the **Destiny Dice**.

2.2.0

Pantaleone

2 Actions	**10** Life
2 Will	
30 Size	**10** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Smoke Bomb	6"	+1	0	-	Blast, Harmless, Smoke, Reload (1)

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Pickpocket**

Hoarded Wealth
At the end of each round, if this character hasn't used any **Will Points** during that round, he gains **1 Will Point**. This can take him above his starting number.

2.3.0

Scapino

2 Actions	**10** Life	**2** Will	**30** Size	**Ducats**

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	5	2	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*
- *Commedia dell'Arte*

Character Abilities
- **Slippery**

Confusing Exit
When this character successfully disengages, any enemy characters that were in base contact receive a **Stunned** counter.

2.2.0

Starspawn

2 Actions	**14** Life	**3** Will	**40** Size	**15** Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	5	4	4	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Fanged Tentacles	2"	-	+1	-	Aquatic

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Unique*

Character Abilities
- **Mindless**
- **Primitive**
- **Vampiric Attack (2)**

Thirsty
Any time a friendly or enemy character successfully casts a Magic Spell, after resolving all effects, this character replenishes **1 Will Point**.

2.3.0

Pierrot

Actions 2
Life 8
Size 30
Ducats 8

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Unarmed	0"	-	-	+1	-

Keywords
- *Faction (Gifted)*
- *Henchman*
- *Commedia dell'Arte*

Everyman
If a friendly character is charged within 6" of one or more characters with this rule, you may choose to swap them with one friendly Pierrot that isn't in base contact with an enemy. This is done before any Attacks of Opportunity.

Turns out it was Pierrot all along!

2.2.0