

Stuffed Fables™







THEADORA

Versatile: Once per turn, when taking a turn with Theadora, you may swap 1 of your attribute dice for an attribute die in the discard pool.

 **Resourcefulness:** Use this ability when a player rolls attribute dice. That player may re-roll 1 or more of those dice.

 **Persevere:** Choose a stuffy. Remove 1 or more status cards from the chosen stuffy.

 **Words of Motivation:** Use this ability any time a player draws dice. That player may return all dice just drawn to the bag and redraw.








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FLOPS

Agile: Use this ability after rolling dice for Flops. You may re-roll 1 or more green dice. You must keep your second roll result.

 **Dodge:** Use this ability before rolling a green die to defend with Flops. Double the value of your roll result.

 **Leap:** Use this ability during Flops's turn. Choose a space within 4 spaces and sight of Flops. Place Flops on the chosen space.

 **Perfect Agility:** Use this ability instead of performing a green skill test with Flops. Automatically pass that test.

+

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♥




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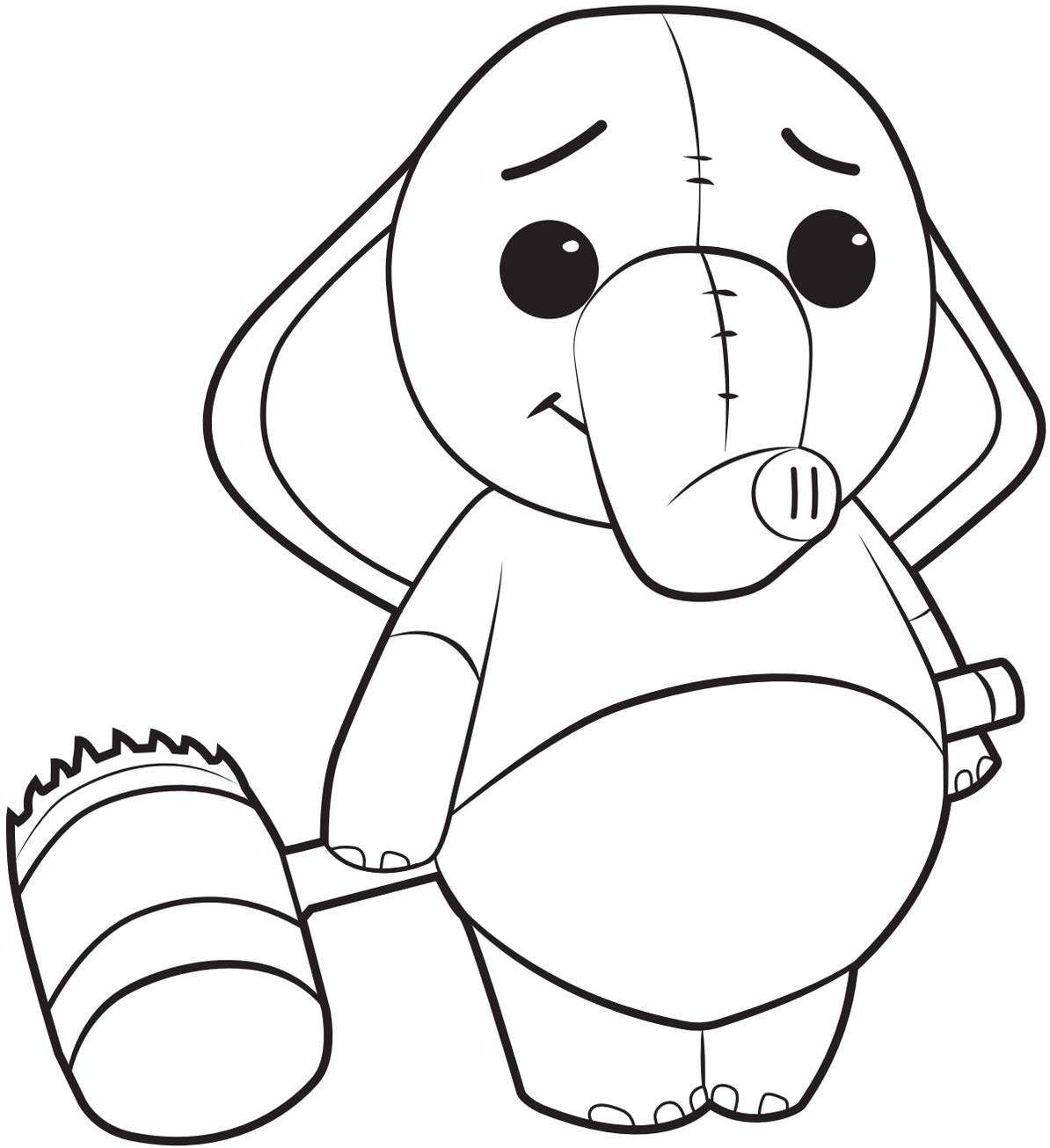
 **Leap:** Use this ability during Flops's turn. Choose a space within 4 spaces and sight of Flops. Place Flops on the chosen space.

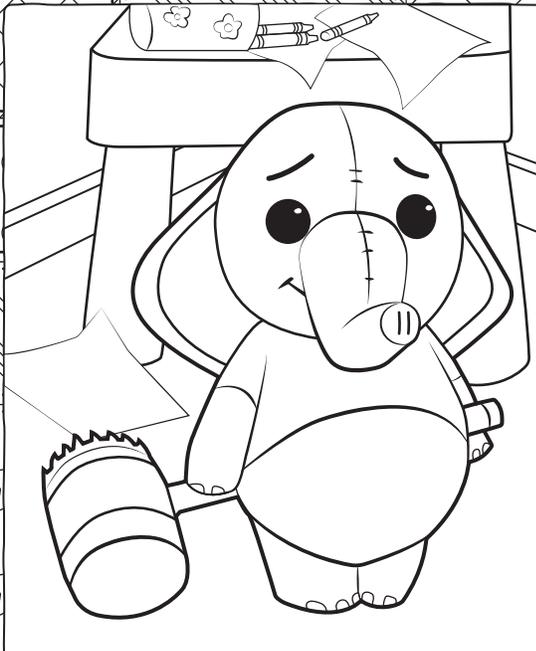
 **Perfect Agility:** Use this ability instead of performing a green skill test with Flops. Automatically pass that test.

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LUMPY

Tough: Use this ability after rolling dice for Lumpy. You may re-roll 1 or more blue dice. You must keep your second roll result.

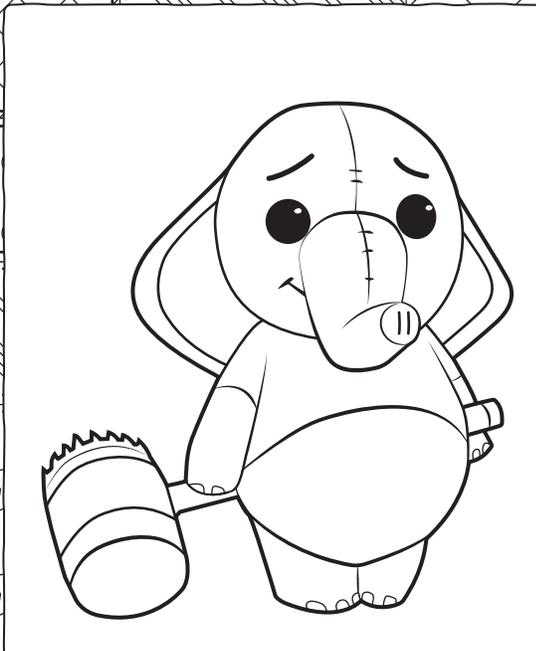
 **Protect:** Use this ability when another stuffy would lose stuffing. Lumpy may lose 1 or more of that stuffing instead.

 **Reinforced Stitching:** Use this ability when Lumpy would lose 3 or more stuffing all at once. Lumpy loses 2 stuffing instead.

 **Defensive Strike:** Use this ability before attacking with Lumpy. Add 1 blue die to your attack roll.





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STITCH

Insight: Use this ability after rolling dice for Stitch. You may re-roll 1 or more yellow dice. You must keep your second roll result.

 **Outsmart:** Use this ability before attacking with Stitch. Add 1 yellow die to your attack roll.

 **Distract:** Use this ability when a normal minion is being activated. Remove a yellow die stored on this card and skip that minion's activation.

 **Focus:** Use this ability instead of performing a yellow skill test with Stitch. Automatically pass that test.








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 **Focus:** Use this ability instead of performing a yellow skill test with Stitch. Automatically pass that test.









LIONEL

Ferocity: Use this ability after rolling dice for Lionel. You may re-roll 1 or more red dice. You must keep your second roll result.

 **Counter Strike:** Use this ability after rolling a red die to defend with Lionel. If your roll result was higher than the attack's damage, and the minion was not a boss, that minion is defeated.

 **Intimidate:** Place an angry status card on Lionel.

 **Stuff Strike:** Use this ability before rolling a single red die to attack with Lionel. Add the number of stuffing Lionel has to your roll result.








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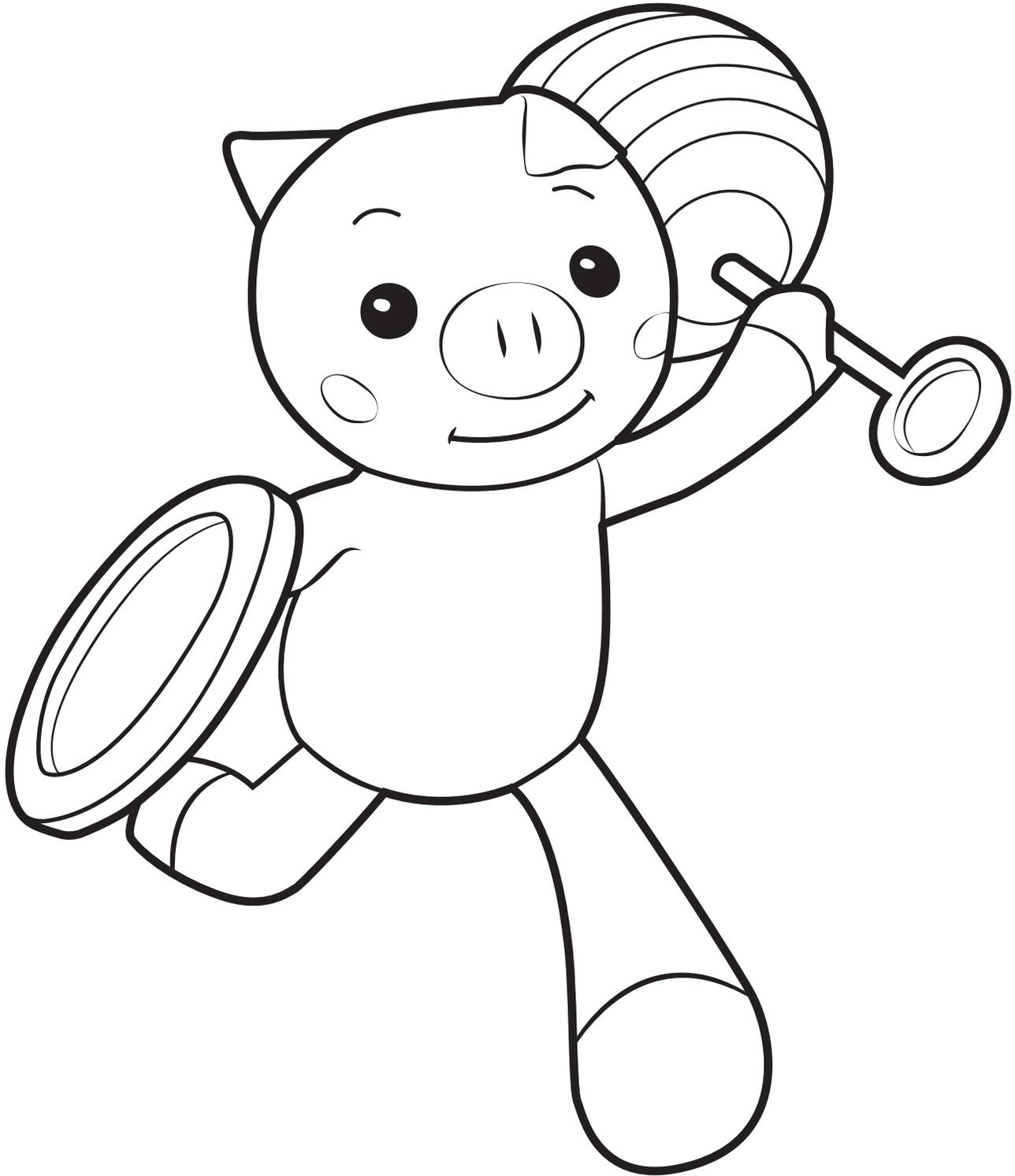
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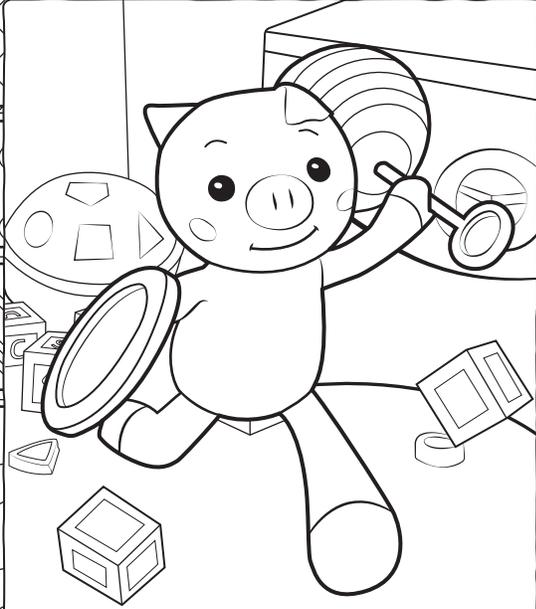
 **Intimidate:** Place an angry status card on Lionel.

 **Stuff Strike:** Use this ability before rolling a single red die to attack with Lionel. Add the number of stuffing Lionel has to your roll result.









PIGGLE

Lucky: Use this ability after rolling dice for Piggle. You may re-roll 1 or more purple dice. You must keep your second roll result.

 **Positivity:** Remove all worried status cards from all stuffies.

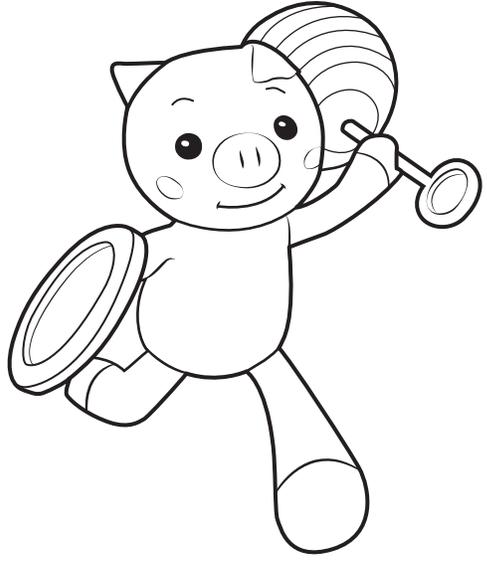
 **Blessing of the Child:** Use this ability when another stuffy performs an action. Take a purple die from the discard pool and give it to that stuffy. That stuffy must use it immediately.

 **Intense Luck:** Use this ability after a player rolls purple dice. Change the result of 1 of those purple dice to a 6.

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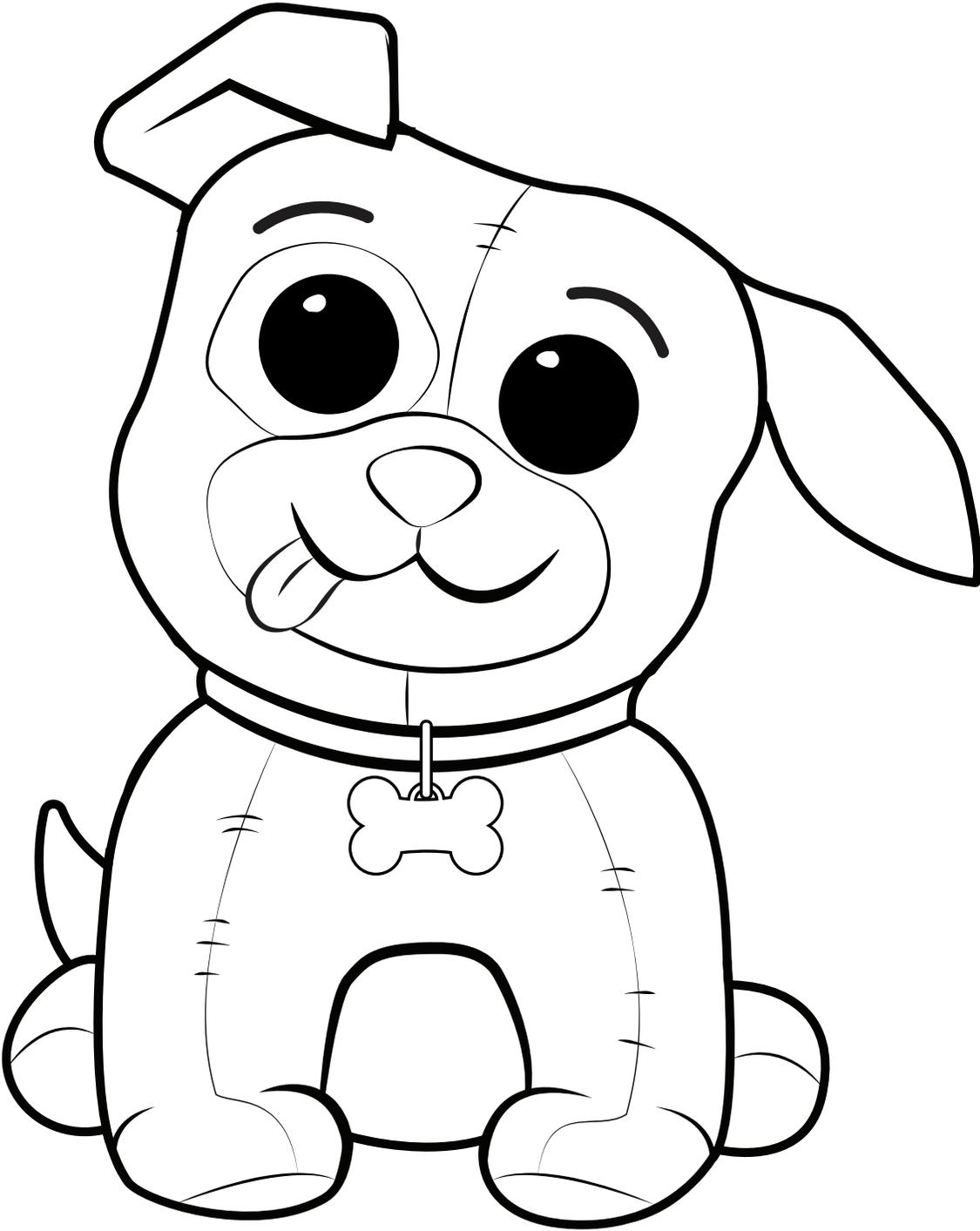
 **Intense Luck:** Use this ability after a player rolls purple dice. Change the result of 1 of those purple dice to a 6.

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Tall: When moving or attacking, all colored lines count as dotted white lines.

Foresight: Use this ability on your turn when rolling a single die. Add +4 to the result.

Lookout: Use this ability on your turn if no minions are in play. Roll all dice on the threat track. All results of 1 or 2 are discarded, then return all dice from the discard pool to the bag.

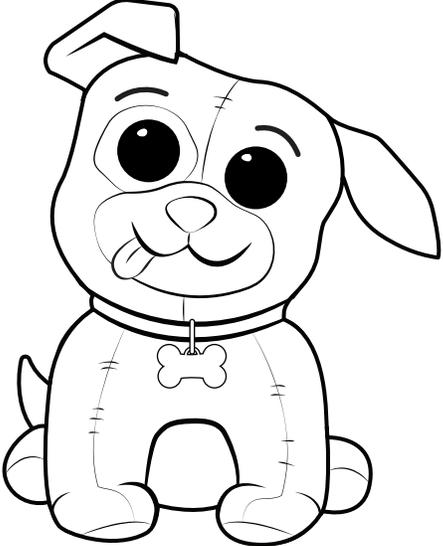
Neck Stuffing: Use this ability when this stuffy would become collapsed. Do not collapse. This stuffy has 1 stuffing left.

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Determined: You may re-roll any or all of your die when making a skill test. You must keep your second roll.

Bite Back: Use this ability when this puppy loses stuffing to an enemy attack. Place this heart on that Minion's card. That Minion has 1 lower defense.

Tagalong: Use this ability any time a fellow Stuffy moves through an adjacent space. Place this puppy adjacent to that Stuffy after it finishes moving.

Bark Alarm: Use this ability when drawing dice during the draw dice step. Return any black dice just drawn to the bag and redraw 1 die for each black die returned.

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