


## THE TALL MAN



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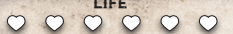
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LIFE



## THE TALL MAN - SPECIAL RULES

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### EQUIPMENT & POWERS

Vorpal Cane Sword	5	10
Power - <i>Soulsteal</i>	5	1
Power - <i>Terrorize</i>	5	

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### VITAL INFO

Demon Hero

### FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

### SKILLS

**Ambush** - When setting up your game, the Tall Man does not get placed before the game starts. Instead they may appear inside any piece of Area Terrain or Building, starting in the second Game Turn or any Game Turn thereafter. Appearing will count as one Move action. He cannot appear in terrain that is already occupied by an enemy model that is still standing.

**Creepy** - Mortal characters must pass a Morale roll before they can willingly move into the Tall Man's Personal Space.

**Escapist** - Enemies do not receive free attacks when you Break Away from melee combat.

**Parry** - Gain +1 Defense from Melee Attacks.

### EQUIPMENT & POWER RULES

**Vorpal Cane Sword** - Strong 1-Handed Melee, Vorpal

**Soulsteal** - Melee. Treat as 1-Handed attack. Wounds inflicted by this power cannot be healed in any way. If the target is taken out of action, they cannot be revived.

**Terrorize** - Ranged. Target enemy character must make an immediate Morale roll. If failed, they will flee by making a normal move action directly away from you.

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