

Rogue Angels Hero Info

1. Adryel Koltis

- => Choose Me page
- Starting personality=> Cautious
- => Background/Story
- => Special Ability
 - Once on your turn, you may spend 2 focus to regain 1 of your spent personality tokens. *[Note that Adryel is regaining personality tokens that you have already used and never can have more than at the start of the mission. A personality token is how you can boost your actions (if they have the matching boost shown at the bottom of the Action card), and it is a great ability to reuse the ability. Plus, right from the start of the campaign he has one yellow personality token that can boost two action cards.]*
- => Action Cards
 - => Healing (Favored Five)
 - => Speed Run (Excellent Eight)
 - => Hacking (Secret Six)

2. Antathys

- => Choose Me page
- Starting personality=> Dominating
- => Background/Story
- => Special Ability
 - Once per turn, you may spend 1 shield to gain +1 to your following action. *[Since Antathys has more shields available than any other hero (other than Qorox who also has 5 shields available), using his shields to "boost" his next action fits well with his character. Just keep those shields high and get that +1 for an attack or move!]*
- => Best Shields
- => Withstands more Scars
- => Action Cards
 - => Long range weapon (Super Seven)
 - => Healing (Favored Five)
 - => Speed Run (Excellent Eight)
 - => Unblockable Attack (Terrible Ten)

3. Bassilus

- => Choose Me page
- Starting personality=> Cautious and Supportive
- Background/Story
- => Special Ability
 - Adjacent allies have 1 free reroll per action on their turn. Each time they utilize it you gain 1 focus. *[This is a double bonus ability! Your fellow heroes get a free reroll for every action as long as they are adjacent to you... PLUS you get to bump up your focus each time they do that free reroll.]*
- => Action Cards
 - => Long range weapon (Super Seven)
 - => Unblockable Attack (Terrible Ten)

4. Eradicator

- => Choose Me page
- Starting personality=> Dominating
- => Background/Story
- => Special Ability
 - At the beginning of your turn, gain 1 focus per damage card in your cool down track. *[As long as Eradicator is injured, he gets to slide his focus up one (unless it already is at it's max) to help him with reroll ability (using his focus). Remember that rerolling a die can improve two of his action cards, but also might help get him a shield boost or 1 or 2 moves before or after his action.]*
- => Action Cards
 - => Speed Run (Excellent Eight)
 - => Unblockable Attack (Terrible Ten)

5. Gia U'Coni

- => Choose Me page
- Starting personality=> Supportive
- => Background/Story
- => Special Ability
 - At the beginning of a mission you gain 1 temporary personality token of your choice for each scar you have. [*Gia is a hero that can make the best of the scars received during prior missions! And, remember to use those free personality tokens during this mission! Each personality token can boost an Action card that has a boost indicated on the card for that token.*]
- => High Focus
- => Action Cards
 - => Speed Run (Excellent Eight)
 - => Hacking (Secret Six)
 - => Cloaking (Invisible Individual)

6. Hiro Matsuo

- => Choose Me page
- Starting personality=> Inspiring
- Background/Story
- => Special Ability
 - When you are more than 2 squares away from the nearest ally you have +2 move to your basic actions. [*Just like Vera gains rerolls when out on her own, Hiro gains movement when no other hero is nearby. His basic move becomes 3. And his basic interact gains a 2 square move before or after it... thus if he is three squares away from an object, he can first move 2 squares closer which then enables him to interact!*]
- => Action Cards
 - => Unblockable Attack (Terrible Ten)

7. Justin Canning

- => Choose Me page
- Starting personality=> Supportive
- Background/Story
- => Special Ability
 - In the beginning of your turn, you may spend 1 focus to move 1 action card 1 spot to the left or right. [*Sliding the Action card on the 1 spot would put it back into your hand to use immediately! But also be sure to remember that you can use Justin's ability to slide your Effect Action cards to the right to keep them on your cool down track longer! This is perfect with his Hacker Drone action card that allows hacking for 2 from a distance of 3 squares as long as the card stays on the cool down track!*]
- => Action Cards
 - => Healing (Favored Five)
 - => Speed Run (Excellent Eight)
 - => Long range weapon (Super Seven)
 - => Hacking (Secret Six)

8. Laelia

- => Choose Me page
- Starting personality=> Inspiring and Cautious
- Background/Story
- => Special Ability
 - Once per enemy turn, you may ignore and discard the first damage card that would make you unconscious. [*This can be a life saver even when things are not looking drastic. Example, when she has no damage cards, but also no shields left and takes two damage, if both damage cards are 4, she normally would go unconscious. But her ability lets her ignore that second damage card and stay alive (if not well).*]
- => Action Cards
 - => Long range weapon (#1 in the Super Seven)
 - => Best Healing (#1 in the Favored Five)
 - => Hacking (Secret Six)
 - => Unblockable Attack (Terrible Ten)

9. Melithys

- => Choose Me page
- Starting personality=> Dominating and Inspiring
- Background/Story
- => Special Ability
 - When you have 1 or more damage cards on your cool down track, you have +1 to your basic actions. [As Melithys is injured, both the Move and Interact basic actions begin with 2 (move 2 or interact 2).]
- => Withstands more scars
- => Action Cards
 - => Long range weapon (Super Seven)
 - => Unblockable Attack (Terrible Ten)

10. Memnon

- => Choose Me page
- Starting personality=> Supportive
- => Background/Story
- => Special Ability
 - You have 1 permanent shield but it costs 1 focus per damage card you want to move during your rest actions. [Memnon's special ability has a "catch" to it! Yes you get that permanent shield (which can really come in handy in tight spots), but throughout the entire game you must pay one focus any time a damage card is going to slide to the left on your cooldown track when you turn ends (and if you have no focus you may not slide the damage card).]
- => Action Cards
 - => Long range weapon (Super Seven)
 - => Speed Run (Excellent Eight)
 - => Hacking (Secret Six)

11. Qorox

- => Choose Me page
- Starting personality=> Inspiring
- => Background/Story
- => Special Ability
 - Once per enemy turn, you may take 1 damage for an adjacent ally (before a damage card is revealed) [Just hang close to Qorox and if you get hit one too many times, Qorox will take that damage on your behalf! Of course, you should try to keep Qorox's shields up to be able to keep doing this!]
- => Best Shields
- => Withstands more scars
- => Action Cards
 - => Unblockable Attack (Terrible Ten)

12. Sigyn

- => Choose Me page
- Starting personality=> Dominating
- => Background/Story
- => Special Ability
- **Assassin Doctrine**
When you destroy an enemy, gain 1 focus.
- **Overwritten Protocol**
You cannot perform the action: Concentrate.
[Sigyn has two special abilities. The first one lets her bump up her focus each time an enemy is destroyed which will help restore her reroll ability. However, the second ability actually removes a type of action available to her during her turn. She cannot use the Concentrate action (which other heroes use to bump up their focus) so use it wisely! However, note that there are other ways for her to regain focus.]
- => Action Cards
 - => Jumping Jehoshaphat (Jumping Three)

13. Talya Paranis

- => Choose Me page
- Starting personality=> Very Cautious
- => Background/Story
- => Special Ability
 - When you draw a damage card, roll 1 die. If you roll a shield, ignore the damage card (no rerolls).
[Talya's special ability really helps when the heat is on! There is a shield on two sides of a die, so there's a 33% chance of deflecting a damage card completely (just toss it in the discard pile if you roll a shield). But remember that you can't use your focus to reroll with this ability!]
- => High Focus
- => Action Cards
 - => Hacking (Secret Six)
 - => Unblockable Attack (Terrible Ten)
 - => Jumping Jehoshaphat (Jumping Three)

14. Tarira Celesius

- => Choose Me page
- Starting personality=> Very Dominating
- => Background/Story
- => Special Ability
 - Once per mission, you may perform 1 extra action on your turn. *[Tarira can only use her special ability once per mission, but that extra action might really help in a pinch!]*
- => Action Cards
 - => Long range weapon (Super Seven)
 - => Speed Run (Excellent Eight)
 - => Unblockable Attack (Terrible Ten)

15. Vera N'Kalou

- => Choose Me page
- Starting personality=> Inspiring
- => Background/Story
- => Special Ability
 - When you are more than 2 squares away from the nearest ally you have 1 free reroll per action. *[This special ability gives Vera a little bonus when she is moving about on her own (which she also is very good at utilizing her Dash and Jet Pack action cards).]*
- => Action Cards
 - => Healing (Favored Five)
 - => Fastest Movement (#1 in the Excellent Eight)
 - => Jumping Jehoshaphat (#1 in the Jumping Three)

16. Xalia

- => Choose Me page
- Starting personality=> none emphasized
- Background/Story
- => Special Ability
 - If you have one or more enemies adjacent to you, you have 1 free reroll per action. *[Xalia begins the campaign with two weapons that can utilize this ability, but one of them starts with zero dice (you need to use a green personality token to gain a die to roll).]*
- => Action Cards
 - => Best Unblockable Attack (#1 in the Terrible Ten)