



## **PRIEST**

- Shelters the team from events and effects, especially when meeting the Ghost
- Encourages team, reducing how scared the cats feel
- Reduces the cost for buying "Priest" cards



## **TECH**

- Searches locations cheaper
- Can scan locations looking at them in advance
- Reduces the cost for buying "Tech" cards



## **MEDIUM**

- Can sense events beforehand, looking at them in advance
- Can soothe the ghost already in phase 1, reducing how scared they are
- Reduced cost for buying "Medium" cards



## **ROOKIE**

- Reduces the cost of cards / generates resources for others
- Shifts cards between players
- Removes "useless" cards from decks