

ALL MIGHT
TOSHINORI YAGI

U.A.



UNIQUE HERO
QUIRKHUMAN
CHALLENGER
VALIANT
MEDIUM 5



I AM HERE

If All Might is engaged, his allies within 4 clear spaces have +1 Defense, or +2 Defense if they are Students.

DETROIT SMASH

After combat when attacking, you may place the defender exactly X spaces from its current position, where X is the number of skulls in the attack. You may then place All Might adjacent to the defender.

GO BEYOND, PLUS ULTRA!

Once per game, if All Might would be defeated, he instead ignores those wounds, and before the start of the next turn you may activate All Might.

SHONEN
JUMP

•Patriotic

