

CHESHIRE
JADE NGUYEN

H.I.V.E.



UNIQUE HERO
HUMAN
ASSASSIN
RUTHLESS
MEDIUM 4

6 4 1
3 4 190

IMPLEMENTS OF POISON

Start the game with a Poison Marker on this card. If Cheshire's Poison Marker is on this card when she has all skulls for an attack against a defender that does not have the Inorganic keyword, she may either inflict 1 Toxic damage on the defender or, if the defender is a Unique Hero, may move her Poison Marker to the defender's card. For the entire game, if your Poison Marker is on another figure's card, after it activates, and during cleanup, roll a Toxic damage die against it.

SWIFT COMBAT BARRAGE

Instead of Cheshire's move through attack phases, she may make a move action, and may make 2 normal attacks at any point during this move action. Before making a normal attack with Cheshire, you may change her Range to 5 and her Attack to 2 for this turn.

ACROBATIC MASTERY

Cheshire avoids falling damage. If Cheshire has 1+ shields when defending, she avoids the attack. After combat, Cheshire may maneuver 1 space for each shield she has, ignoring elevation changes up to 6 levels.

DC

