

CHIAOTZU



UNIQUE HERO  
HUMAN  
CHALLENGER  
ENTHUSIASTIC  
SMALL 3



### CHALLENGER SUPPORT

After another Challenger's ordered activation, you may activate Chiaotzu, during which he must skip either his move or attack phase. You may not activate additional figures this turn.

### PSYCHIC SPARK

When an enemy or Challenger ally within 6 clear spaces of Chiaotzu rolls a d20, you may add or subtract 2.

### SELFLESS SELF-DESTRUCTION

After a Challenger ally takes 1+ wounds from an enemy within 6 clear spaces, you may place Chiaotzu adjacent to that enemy. If you do, roll 3 damage dice against that enemy where blanks also count as hits, then defeat Chiaotzu.

SHONEN JUMP

