

DOCTOR FATE  
KENT NELSON

JUSTICE LEAGUE



UNIQUE HERO  
HUMAN  
MYSTIC  
RESOLUTE  
MEDIUM 5



### TWIST OF FATE

During setup, roll a d20. Place the result and 7 Fate Markers on this card. After a player rolls a d20 for initiative or an ability, you may immediately remove a Fate Marker from this card to swap that player's rolled d20 with the d20 on this card. After swapping, that player must use the new roll instead.

### MYSTIC ORDER

Instead of Doctor Fate's move phase, you may roll a d20. On a 7 or lower, choose 2 to 5 Unique Heroes within 7 clear spaces of Doctor Fate. Redistribute the wounds on all chosen Heroes' cards as evenly as possible.

### MAGICAL DEFENSE 1

When an enemy without Magical Affinity attacks, Doctor Fate ignores all but 1 wound.

