

DOCTOR LIGHT  
KIMIYO HOSHI

JUSTICE LEAGUE



UNIQUE HERO  
METAHUMAN  
RESEARCHER  
BRILLIANT  
MEDIUM 5



### ILLUMINATION

During setup, place 4 Light Markers on this card. After Doctor Light's move phase, you may place a Light Marker from this card onto an adjacent figure's card. Any figure without Light Resistance that has 1 of her Light Markers on its card or is within 1 space of such a figure does not add to its Defense for occupying shadow and cannot use an ability to prevent other figures from having clear sight on it.

### INVISIBILITY

Doctor Light can move through all characters and is never in clear sight of enemies.

### SNUFF OUT 8

Instead of an attack action, Doctor Light may choose 1 of her Light Markers and roll a d20 for each enemy with that Light Marker on its card or within 1 space of the figure with that Light Marker on its card. On an 8+, the affected figure takes 1 Light wound and that Light Marker is removed from the game.



•Science

