

JOKER

INJUSTICE



UNIQUE HERO  
HUMAN  
MISFIT  
INSANE  
MEDIUM 5

### ACID FLOWER

Once per round, before Joker's move phase, you may choose an adjacent figure and roll 1 Toxic damage die against it. For the rest of the turn, a figure wounded this way cannot make swipes or move actions and its abilities are negated.

### "BANG!" GUN SPECIAL ATTACK

Range 4, Attack 3.

When Joker attacks a non-adjacent figure, if he has 1+ feints, each skull counts as 2 hits and the defender has -2 Defense.

### JOY BUZZER 13

When a Small or Medium enemy is moved into adjacency with Joker, you may roll a d20. On a 13+, that enemy takes 1 Electric wound and it cannot make any move or attack actions for the rest of the turn.

DC • Arkham

