



BATMAN
JEAN-PAUL VALLEY

SYSTEM PSYCHOSIS

Before taking a turn with Batman, you must roll the 20-sided die. If you roll 6 or lower, Batman cannot move and must attack each adjacent figure exactly 1 time this turn with his normal attack, or, if there are no figures adjacent to Batman, his turn immediately ends.

**SHURIKEN LAUNCHER
SPECIAL ATTACK**

Range 6. Attack 2 or 4.
Start the attack with 8 attack dice and choose a figure to attack. You may attack with 2 or 4 attack dice until all 8 attack dice have been rolled. Batman may target the same or different figures with each attack.

BAT-GRAPPLE 3

Instead of his normal move, Batman may move up to 3 spaces with Bat-Grapple. When moving with Bat-Grapple, Batman has the Flying special power, but may not move up or down more than 30 levels in a single grapple, and will not take any leaving engagement attacks.



METAHUMAN

UNIQUE HERO

VIGILANTE

UNSTABLE

MEDIUM

5



MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

220

POINTS