



## CHESHIRE JADE NGUYEN

### IMPLEMENTS OF POISON

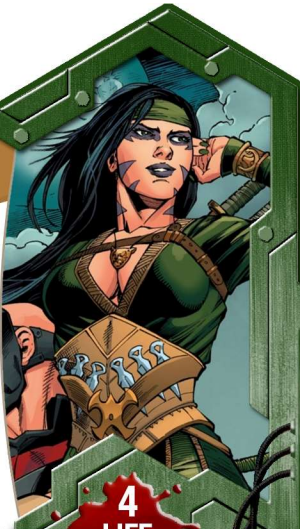
Start the game with a green Poison Marker on this card. If the Poison Marker is on this card and Cheshire rolls all skulls when attacking a figure that is not an Android, Construct, or Undead, before defense dice are rolled, you may inflict a wound on the defending figure or, if the defending figure is a Unique Hero, you may place her Poison Marker on that figure's card. For the entire game, after a figure with a Poison Marker on its card takes a turn, or at the end of each round, roll an unblockable attack die against that figure. Cheshire is not affected by this special power.

### SWIFT COMBAT BARRAGE

Cheshire may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement. Before attacking normally with Cheshire, you may change her Range number to 4 and Attack number to 2 for the remainder of this turn.

### ACROBATIC MANEUVER

When Cheshire rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Cheshire one space up to 6 levels up or down. When Cheshire moves using Acrobatic Maneuver, she will not take any falling damage or leaving engagement attacks.



4

LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 3

185

POINTS

