



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