



CINDER
CARLA MORETTI

MAGMA BALL

If Cinder inflicts 1 or more wounds on a non-adjacent figure with her normal attack, before placing Wound Markers, you must choose a figure adjacent to the defending figure. After wounds are placed, roll 1 unblockable attack die against the chosen figure. Figures with the Lava Resistant special power are not affected by this special power.

**SEARING TOUCH
SPECIAL ATTACK**

Range 1. Attack 2 + Special.
If Cinder did not move this turn, roll 2 additional dice for this special attack. If Cinder inflicts 1 or more wounds with this special attack, roll 1 unblockable attack die against the defending figure for Burn Damage. Continue rolling for Burn Damage until you do not roll a skull. Figures with the Lava Resistant special power are not affected by this special attack.

LAVA RESISTANT

Cinder never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



METAHUMAN

UNIQUE HERO

MERCENARY

UNSTABLE

MEDIUM **5**



5

LIFE

MOVE **6**

RANGE **5**

ATTACK **4**

DEFENSE **4**

175

POINTS