

VERTIGO

CINDERELLA

UNDERCOVER AGENT

At the start of the game you may place Cinderella on any empty space on the battlefield. If you place her within 5 spaces of an opponent's figure, then during the first round: you may not take any turns with Cinderella; opponent's figures cannot target Cinderella for an attack; and she is considered friendly to all figures.



FABLE

UNIQUE HERO

AGENT

CONFIDENT

MEDIUM

5

CLOSE COMBAT DEXTERITY

Cinderella never takes leaving engagement attacks and may attack with an adjacent 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.

FABLED IMMORTALITY 10

Whenever Cinderella would receive enough wounds to be destroyed, roll the 20-sided die. Add 1 to your roll for each Human in play, to a maximum of +4. If you roll 10 or higher, ignore those wounds.



4 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

160 POINTS