



CREEPER
JACK RYDER

PROGRESSIVE PSYCHOSIS

Before taking a turn with Creeper, roll the 20-sided die. If you roll 1-5, place an orange Insanity Marker on this card. Add one die to Creeper's normal attack for each Insanity Marker on this card. After placing a fourth Insanity Marker on this card, choose an opponent to take control of Creeper. Creeper's turn immediately ends. Remove all Insanity Markers and Order Markers from this card, then give this card to the chosen opponent.



METAHUMAN

UNIQUE HERO

INTERLOPER

INSANE

MEDIUM

5

STEALTH LEAP 25

Instead of his normal move, Creeper may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Creeper has the Flying special power, but may not move up or down more than 25 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.

HEALING FACTOR

After taking a turn with Creeper, remove 1 Wound Marker from this Army Card.



5
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

120

POINTS