





**DAMAGE**  
GRANT EMERSON





**ENERGY ABSORB**  
When defending against a non-adjacent attack, one shield will block all damage. After rolling defense dice against any attack, if Damage did not receive any wounds from that attack, place one blue Energy Marker on this card. A maximum of 3 Energy Markers can be on this card.

**UNSTABLE ENERGIES**  
Add 1 to Damage's move, attack, and defense values for each Energy Marker on this card. At the end of each round, if there are:

- 2 or fewer Energy Markers on this card, you must place 1 Energy Marker on this card.
- 3 or more Energy Markers on this card, remove all Energy Markers from this card, then roll 3 combat dice. Each figure within 3 spaces of Damage receives wounds equal to the number of skulls you roll.

**ENERGY BOLT SPECIAL ATTACK**  
Range 4. Attack 5.  
You must remove 1 Energy Marker from this card to attack with this special attack.

**6 LIFE**

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	5

**250 POINTS**

**MEDIA**

- METAHUMAN
- UNIQUE HERO
- PROTÉGÉ
- RECKLESS

**MEDIUM 5**