

**DASH PARR**

**SUPERHUMAN**

**UNIQUE HERO**

**STUDENT**

**RECKLESS**

**MEDIUM 4**

**3**  
**LIFE**

**MOVE 9**

**RANGE 1**

**ATTACK 3**

**DEFENSE 3**

**105**  
**POINTS**

**SUPERSPEED**  
Dash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Dash, if he does not use his Incredible Siblings special power this turn, he may move up to an additional 4 spaces.

**INCREDIBLE SIBLINGS**  
After revealing an Order Marker on this card and taking a turn with Dash, you may take a turn with a Violet Parr figure you control.

**SPEED DODGE 2**  
When Dash defends against an attack, and you roll at least one blank, Dash takes no damage and may immediately move up to 2 spaces.