

MARVEL

DOC SAMSON
LEONARD SKIVORSKI JR.

THE DOC IS IN

At the start of the game, choose a Unique Hero. That Unique Hero and all Unique Heroes that share an identity with it are Doc Samson's Focus. After a Focus moves, if Doc Samson is not engaged, he may use his Super Leap special power to move up to the same number of spaces.



GAMMA MUTATE

UNIQUE HERO

AGENT

SUPPORTIVE

MEDIUM 5

ANGER MANAGEMENT

When a Unique Hero adjacent to Doc Samson attacks, you may choose up to 1 die for each of the following that is true:

- That Hero is a Gamma Mutate.
 - That Hero is Doc Samson's Focus.
- All chosen dice must be rerolled once.

SUPER LEAP 50

Instead of his normal move, Doc Samson may move up to 10 spaces with Super Leap. When moving with Super Leap, Doc Samson has the Flying special power, but may not move up or down more than 50 levels in a single leap. Doc Samson rolls 3 fewer attack dice on any turn that he chooses to Super Leap.



7
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

290
POINTS