



DOCTOR FATE
KENT V. NELSON

DOUBLE DOWN

After attacking, you may choose an adjacent figure. Place a combat die on this card with either a skull, shield, or blank facing up, then roll a single combat die. If the die rolled matches the die face up on this card, and that die is a:

- skull, the chosen figure receives 1 wound.
- shield, you may remove 1 Wound Marker from this card.
- blank, the chosen figure receives 1 wound and you may remove 2 Wound Markers from this card.

If the die rolled does not match, you must place a Wound Marker on or remove one unrevealed Order Marker from this card, then use Double Down one additional time.

THE HAND OF FATE

Once per game, after a friendly Mystery Man or Protégé is destroyed, you may place or remove Wound Markers until the Hero has up to 2 Life remaining and then place the Hero on an empty space adjacent to Doctor Fate.

MAGICAL DEFENSE

When Doctor Fate is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Doctor Fate can take for this attack is one.



HUMAN

UNIQUE HERO

PROTÉGÉ

RELUCTANT

MEDIUM 5



5

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

270

POINTS

