



DOCTOR FATE

KENT NELSON

TWIST OF FATE

At the start of the game, roll a 20-sided die. Place the result and 7 gold Fate Markers on this card. After a player rolls the 20-sided die for initiative or a special power, you may immediately remove a Fate Marker from this card to swap that player's rolled 20-sided die with the 20-sided die on this card. After swapping, that player must use the new result instead.



HUMAN

UNIQUE HERO

CHAMPION

RESOLUTE

MEDIUM 5

MYSTIC ORDER

Instead of moving normally, you may roll the 20-sided die. If you roll 7 or lower, choose 2 to 4 Unique Heroes within 7 clear sight spaces of Doctor Fate.

Re-organize the Wound Markers on all chosen Heroes' Army Cards until all chosen Heroes are within 1 wound of each other.

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.



5 LIFE

MOVE 5

RANGE 5

ATTACK 5

DEFENSE 5

370

POINTS