



MARVEL

DOORMAN

DEMARR DAVIS

DARKFORCE PORTAL

Friendly figures may pass through Doorman and any obstacle or destructible object that he occupies or that is within 1 space of him even if he is engaged.

INTANGIBILITY

Doorman can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Doorman cannot be targeted by opponents' non-adjacent figures for any attack or for any opponents' special powers that require clear sight.



MUTANT

UNIQUE HERO

REJECT

CYNICAL

MEDIUM

5

4

LIFE

MOVE

5

RANGE

1

ATTACK

3

DEFENSE

5

80

POINTS