



DOCTOR FATE

KENT NELSON

TELEPORTATION SPELL
Instead of moving and attacking with Doctor Fate, you may choose a friendly figure within 4 clear sight spaces. Place Doctor Fate on any unoccupied space on the battlefield. You may then place the chosen figure on any empty space adjacent to Doctor Fate. Figures moved by this special power will not take any leaving engagement attacks and cannot be placed adjacent to any enemy figures. Doctor Fate can only use this special power once per round.

HELM OF NABU
Immediately after you have rolled the 20-sided die, you may remove one or more unrevealed Order Markers from this card. Add one to the roll for each unrevealed Order Marker you remove. Helm of Nabu cannot be used when rolling the 20-sided die for an Event Hero.

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

MYSTERY MAN

RESOLUTE

MEDIUM

5



5

LIFE

MOVE	5
RANGE	5
ATTACK	5
DEFENSE	5

290

POINTS

