



## DOCTOR LIGHT

ARTHUR LIGHT

**BLINDING LIGHT**  
Opponents' figures within 5 clear sight spaces of Doctor Light cannot use attacks or special powers that require clear sight. Figures with the Sensory Assault or Radar Sense special power are not affected by Blinding Light.

**POWER OVER LIGHT**  
Energy Constructs cannot roll any defense dice against Doctor Light's normal attack.

**SENSORY ASSAULT**  
If Doctor Light has clear sight on a non-adjacent figure's Target Point, Doctor Light rolls 1 additional attack die when attacking that figure.



 **METAHUMAN**

**UNIQUE HERO**

**ANTAGONIST**

**VINDICTIVE**

**MEDIUM 5**



**5 LIFE**

|                |          |
|----------------|----------|
| <b>MOVE</b>    | <b>5</b> |
| <b>RANGE</b>   | <b>5</b> |
| <b>ATTACK</b>  | <b>4</b> |
| <b>DEFENSE</b> | <b>5</b> |

**190**  
POINTS

