



# GIRDER

TONY WOODWARD

## STEEL SKIN

When rolling defense dice against a normal attack, Girder always adds one automatic shield to whatever is rolled. Girder never rolls for molten lava damage or lava field damage.

## RUSTING

At the end of each round, if Girder is on the battlefield, roll the 20-sided die. Subtract 10 from the roll if Girder is on a water space. If you roll 6 or lower, Girder receives one wound.



METAHUMAN

UNIQUE HERO

ROGUE

CRUEL

MEDIUM 6



6

LIFE

MOVE

5

RANGE

1

ATTACK

6

DEFENSE

5

190

POINTS

