



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

