

**MARVEL**

**GRAVITON**  
FRANKLIN HALL

**REVERSE GRAVITY**

After moving and instead of attacking, you may choose one small or medium figure within 4 clear sight spaces of Graviton. Roll the 20-sided die. If you roll a 9 or higher, place the chosen figure on any empty space within 4 spaces of its original placement. After the figure is placed, you may roll the 20-sided die. If you roll an 11 or higher, the figure receives 1 wound. Chosen figures do not take any leaving engagement attacks. When Graviton uses Reverse Gravity, he may use Reverse Gravity two additional times.

**GRAVITATIONAL GRASP 9**

Any time an opponent would begin the movement of Graviton or a figure within 4 clear sight spaces of Graviton, you may first roll the 20-sided die. If you roll a 9 or higher, the figure may not be moved and the figure may not attack with a normal attack this turn.

**GRAVITATIONAL SHIELD**

When rolling defense for Graviton, if there are at least two unrevealed Order Markers on this card, add one automatic shield to whatever you roll.



MUTATE

UNIQUE HERO

GENIUS

EGOCENTRIC

MEDIUM 5

6  
LIFE

MOVE 5

RANGE 5

ATTACK 5

DEFENSE 6

400  
POINTS

