



GYPSY
CINDY REYNOLDS

LIMITED PRECOGNITION 8
Before rolling for initiative, if there is at least one unrevealed Order Marker on this card, you may roll the 20-sided die. If you roll 8 or higher, you may choose an opponent's Army Card and view all unrevealed Order Markers on the chosen card.

ILLUSION CASTING
After an opponent reveals a numbered Order Marker, you may choose one friendly figure adjacent to Gypsy. Gypsy and the chosen figure cannot be targeted by that opponent's non-adjacent figures for any attacks or special powers that require clear sight for the remainder of that opponent's turn. Opponents' Android and Undead figures are not affected by Illusion Casting.

ACROBATIC MANEUVER
When Gypsy rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Gypsy one space up to 6 levels up or down. When Gypsy moves using Acrobatic Maneuver, she will not take any falling damage or leaving engagement attacks.



METAHUMAN
UNIQUE HERO
TELEPATH
GUARDED
MEDIUM 5

4 LIFE

MOVE 6
RANGE 1
ATTACK 4
DEFENSE 3

180 POINTS