



**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**