

**DC**  
**HALO**  
 GABRIELLE DOE

**LIGHT AURAS 7**  
 Start the game with seven Light Markers on this card. Before attacking, roll the 20-sided die. If you roll 7 or higher, you may remove a Light Marker from this card. If it is:

- red, inflict a wound on a figure within 3 clear sight spaces of Halo;
- orange, add one automatic skull to Halo's attack this turn;
- yellow, if Halo has clear sight on a figure's Target Point, add 1 die to her attack;
- green, choose a figure within 3 clear sight spaces of Halo. The chosen figure cannot move or be moved by any special powers until the end of the round;
- blue, remove one Order Marker at random from the card of a figure within 3 clear sight spaces of Halo;
- indigo, place a small or medium figure within 3 clear sight spaces of Halo on an empty space adjacent to Halo;
- violet, remove Halo from the battlefield, then place her on any empty space in her Start Zone and remove two Wound Markers from this card.

Figures moved by this special power will not take any leaving engagement attacks.

**AURAKLE**  
**UNIQUE HERO**  
**INTERLOPER**  
**INNOCENT**  
**MEDIUM 5**

**4 LIFE**

**MOVE 6**  
**RANGE 3**  
**ATTACK 3**  
**DEFENSE 4**

**190 POINTS**