



HAWKGIRL

KENDRA SAUNDERS

COMBAT DEXTERITY

Hawkgirl may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement.



HUMAN

UNIQUE HERO

CHAMPION

FIERCE

MEDIUM 5

WING METAL SLASH

After moving, you may choose up to 3 figures Hawkgirl passed over with her Flying special power. Roll the 20-sided die once for each figure, adding 3 to the roll if the chosen figure is Undead or has the Magical Defense special power. If you roll 17 or higher, the chosen figure receives a wound.

FLEETING ESCAPE

Hawkgirl never takes any leaving engagement attacks. After Hawkgirl defends against an enemy attack, you may immediately move her one space for each shield rolled when defending.



5

LIFE

MOVE

6

RANGE

1

ATTACK

5

DEFENSE

5

240

POINTS

