



JESSE QUICK

JESSE CHAMBERS



METAHUMAN

UNIQUE HERO

TITAN

CONFIDENT

MEDIUM 5

METAGENES

You may draft one other Jesse Chambers figure that is a Protégé. Place Jesse Quick's figure on the other Jesse Chambers' card. While Jesse Quick's figure is on the other Jesse Chambers' card, that Jesse Chambers adds 5 to her Move number and may use any special powers on this card in addition to her own. If any of Jesse Quick's special powers refer to Jesse Quick or Jesse Quick's card, they refer to the other Jesse Chambers or the other Jesse Chambers' card instead.

SUPERSPEED

Jesse Quick may move through all figures, never takes leaving engagement attacks, and does not have to stop her movement when entering water spaces. After taking a turn with Jesse Quick, if she did not use her Flying special power this turn, she may move up to an additional 4 spaces without using the Flying special power.

3x2(9yZ)4A

When Jesse Quick attacks, she may attack one additional time, rolling 1 fewer attack die for the second attack. After rolling defense dice with Jesse Quick, you may immediately move her up to 4 spaces.





4
LIFE

MOVE 10

RANGE 1

ATTACK 4

DEFENSE 3

120
POINTS

