



JINX

FEET ON THE GROUND

If Jinx used her Flying special power this turn, she subtracts 3 from her Range number and may not cast any Spells.



METAHUMAN

UNIQUE HERO

SORCERESS

FEARSOME

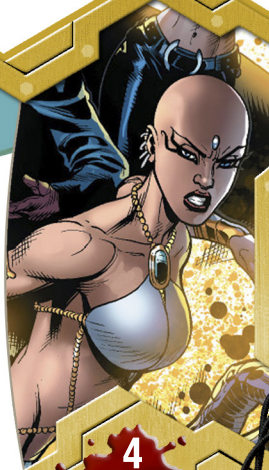
MEDIUM 5

JINX FIELD

When an opponent's figure attacks Jinx or a figure you control within 4 clear sight spaces of Jinx with the Fearsome personality and at least one skull is rolled, roll the 20-sided die. If you roll 12 or higher, that opponent must re-roll all attack dice that show skulls. Jinx Field can only be used once for each attack.

MAGICAL DEFENSE

When Jinx is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Jinx can take for this attack is one.



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

190

POINTS