

DC

JOHN CONSTANTINE

CON ARTIST

When John Constantine is targeted for an attack or special power by an opponent's figure, roll the 20-sided die. If you roll 14 or higher, John Constantine may not be targeted for that attack or special power, and may not be targeted again until the start of the next figure's turn. If you roll 18 or higher and it is the targeting figure's turn, its turn immediately ends.

6+6

HUMAN

UNIQUE HERO

MAGICIAN

TRICKY

MEDIUM 5

RIDING THE SYNCHRONICITY HIGHWAY

After the 20-sided die is rolled for John Constantine or any special power targeting John Constantine, you may roll another 20-sided die and then you may choose to replace the original roll with your new roll. Once per round, after a friendly Unique Hero within 5 clear sight spaces of John Constantine rolls the 20-sided die for a special power, you may roll another 20-sided die and then you may choose to replace the original roll with your new roll.

LAUGHING MAGICIAN

John Constantine may cast Unique Spells as if he had the Magical Defense special power.

An opponent's figure cannot use the Magical Defense special power when defending against an attack from John Constantine.



5 LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 3

125 POINTS

