



KARATE KID

VAL ARMORR

SUPER KARATE

While attacking with his normal attack, Karate Kid has the Super Strength special power and for each skull you roll with his normal attack, the defending figure must subtract 1 from its Defense number.



HUMAN

UNIQUE HERO

LEGIONNAIRE

FEARLESS

MEDIUM 5

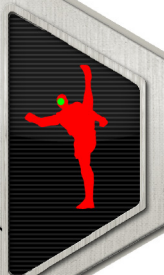
MASTER MARTIAL ARTIST

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled.

When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.

MENTAL SHIELD

An opponent may never take temporary or permanent control of Karate Kid.



4

LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

230

POINTS

