

DC

LIVEWIRE
LESLIE WILLIS

ELECTRICITY ABSORPTION
At the end of each round, you may add one white Electrical Marker to this card. If LiveWire is attacked by a figure with the Electrically Charged special power and at least 1 skull is rolled, before rolling defense dice, you may add one Electrical Marker to this card. There can be a maximum of 3 Electrical Markers on this card. If LiveWire is on a water space at the end of any figure's turn, remove all Electrical Markers from this card.

POWER CHARGED
If there is at least 1 Electrical Marker on this card, LiveWire gains the Flying special power, can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight. Add 1 to LiveWire's Attack and Defense numbers for each Electrical Marker on this card. If LiveWire inflicts one or more wounds with her normal attack, remove one Electrical Marker from this card.

SHOCK JOCK
If there are 3 Electrical Markers on this card, instead of attacking normally, you may remove all Electrical Markers from this card and roll 3 unblockable attack dice against an adjacent figure.

5 LIFE

MOVE	8
RANGE	4
ATTACK	3
DEFENSE	4

260 POINTS

METAHUMAN
UNIQUE HERO
ANTAGONIST
FIERCE
MEDIUM 5