




# LOOKER

LIA BRIGGS



**CAN'T LOOK AWAY**  
Start the game with 4 red Mesmerization Markers on this card. After rolling for initiative, you may choose up to X Heroes within 4 clear sight spaces of Looker, where X equals the number of unrevealed Order Markers on this card, and place a Mesmerization Marker on each of the chosen Heroes' cards. A chosen Hero with one of your Mesmerization Markers on its card cannot have clear sight on any figure except Looker. Figures with the Blind Warrior special power are not affected by Can't Look Away. At the end of the round, return all of Looker's Mesmerization Markers to this card.

**TELEPATHIC SOLIDARITY**  
Looker has the class of Telepath in addition to the class listed on this card. When rolling defense dice against a figure that is not a Telepath, Looker always adds one automatic shield to whatever is rolled.

**METAHUMAN**  
**UNIQUE HERO**  
**INTERLOPER**  
**SEDUCTIVE**  
**MEDIUM 5**

**5 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>4</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>4</b>

**190 POINTS**

