



MARVEL

MYSTERIO
QUENTIN BECK

SMOKE AND MIRRORS

Instead of moving normally with Mysterio, you may choose a small or medium figure within 4 clear sight spaces. Switch Mysterio with the chosen figure, if possible. Figures moved by Smoke and Mirrors will not take any leaving engagement attacks.

VANISHING ACT

When Mysterio is targeted for an attack from an adjacent or non-adjacent enemy figure, you may roll the 20-sided die. If you roll 11 or higher, Mysterio cannot be targeted for any attacks or special powers from non-adjacent figures for the rest of the targeting figure's turn and may immediately use his Smoke and Mirrors special power.



HUMAN

UNIQUE HERO

CRIMINAL

TRICKY

MEDIUM

5

4
LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 3

115
POINTS