

**MARVEL**  
**NICO MINORU**

**STAFF OF ONE**  
Start the game with 6 black Mana Markers on this card. Before Nico moves, attacks, or defends, you may remove any number of Mana Markers from this card. For each marker removed, you may choose either the Move, Range, Attack, or Defense number on this card, and add 4 to that number until the end of this turn. You cannot choose the same number more than once per turn. Nico cannot cast a Spell that shares a name with a Spell she has cast this game.

**"TRY NOT TO DIE"**  
Instead of moving with Nico, you may move a Runaway you control, or you may reveal an "X" Order Marker on this card and move any four Runaways you control. Nico can be one of the Runaways.

**MAGICAL DEFENSE**  
When Nico is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Nico can take for this attack is one.

**HUMAN**  
**UNIQUE HERO**  
**RUNAWAY**  
**RELUCTANT**  
**MEDIUM 4**

**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>2</b>
<b>DEFENSE</b>	<b>3</b>

**200 POINTS**