



**OWLMAN**  
THOMAS WAYNE JR.

**SYNDICATE STRATEGIST**

Whenever you roll the 20-sided die for a Sadistic figure you control within 5 clear sight spaces of Owlman, you may add or subtract 2 from whatever is rolled.

**CALCULATED DEFENSE**

When an opponent's figure within 5 clear sight spaces attacks Owlman with a normal attack and at least one skull is rolled, you may defend with Calculated Defense. When defending with Calculated Defense you must roll at least 2 defense dice. After defending, if Owlman has not been destroyed, you may roll all remaining defense dice. All shields rolled on the remaining defense dice count as unblockable hits on the attacker.

**OWL-GRAPPLE 3**

Instead of his normal move, Owlman may move up to 3 spaces with Owl-Grapple. When moving with Owl-Grapple, Owlman has the Flying special power, but may not move up or down more than 30 levels in a single grapple, will not take any leaving engagement attacks, and you may roll an unblockable attack die against any one adjacent figure before moving.



HUMAN

UNIQUE HERO

STRATEGIST

SADISTIC

MEDIUM 5

5  
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 5

210  
POINTS