



# PARASITE

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## PARASITIC LIFE DRAIN

After moving and before attacking, you must choose an adjacent figure, if possible, that is not a destructible object. Roll the 20-sided die.

- If you roll 1-7, nothing happens;
- If you roll 8-18, the chosen figure receives 1 wound and you may remove 1 Wound Marker from this card;
- If you roll 19 or higher, the chosen figure receives 2 wounds and you may remove up to 2 Wound Markers from this card.

## HUNGER PAINS

When Parasite attacks a figure that is not Tiny, roll one fewer attack die for each Wound Marker on this card.



METAHUMAN

UNIQUE HERO

CRIMINAL

GREEDY

MEDIUM

5



5

LIFE

MOVE

5

RANGE

1

ATTACK

6

DEFENSE

6

240

POINTS