



The image shows a character card for Plastic Man from the DC universe. The card is red and has a hexagonal shape. It features a central illustration of Plastic Man in his red suit and sunglasses, with his hands stretched out. The card is divided into several sections: a top section with the DC logo and character name, a middle section with powers and abilities, a bottom-left section with character traits, and a bottom-right section with stats and points.

DC
PLASTIC MAN
Eel O'Brian

PLASTIC WRAP
Friendly figures do not take leaving engagement attacks from opponents' figures that are engaged with Plastic Man.

I'M RUBBER, YOU'RE GLUE
After rolling defense dice against a normal attack from a non-adjacent enemy figure, you may choose a figure within 3 clear sight spaces of Plastic Man. All excess shields rolled count as unblockable hits on the chosen figure.

BOUNCE-N-STRETCH
While moving, Plastic Man has the Flying special power, but will not take any leaving engagement attacks. After moving, if Plastic Man does not attack this turn, he may move 4 additional spaces.

METAHUMAN
UNIQUE HERO
ADVENTURER
QUIRKY
MEDIUM 7

5 LIFE

MOVE 4
RANGE 2
ATTACK 4
DEFENSE 6

145 POINTS