

**MARVEL**  
**SAGE**  
 TESSA NILES

**MUTANT POWER BOOST**  
 Start the game with 3 purple Enhancement Markers on this card. After taking a turn with Sage, you may reveal an "X" Order Marker on this card to place an Enhancement Marker from this card on the card of an adjacent friendly Mutant Hero. For the entire game, a figure other than Sage with any number of Enhancement Markers on its card may add 1 additional die to its normal attack.

**TELEPATHIC TACTICIAN**  
 At the beginning of your turn, if there is at least one Order Marker on this card, you may move any unrevealed Order Markers on any Mutant or Telepath cards in your army to any other Mutant or Telepath cards you control. You may move Order Markers from Army Cards of your destroyed figures.

**PROBABILITY CALCULATION**  
 Whenever a figure you control within clear sight of Sage rolls the 20-sided die for a special power, you may add or subtract 1 from the roll.

**MUTANT**  
**UNIQUE HERO**  
**TELEPATH**  
**CALCULATING**  
**MEDIUM 5**

**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>5</b>

**190**  
 POINTS