

**DC**

**SHADE THE CHANGING MAN**  
RAC SHADE

**CHANGING MAN**  
At the start of the game, place a combat die on this card. At the start of each round, roll the combat die. While the result is:

- a skull, add 1 to Shade's attack.
- a shield, all enemy figures must consider Shade a friendly figure.
- a blank, the most wounds Shade can take from an attack is one.

**MADNESS VEST 11**  
Instead of attacking, you may choose 2 Unique Heroes within 4 clear sight spaces and roll the 20-sided die. Shade may be one of the chosen figures. If you roll 11 or higher, move a Wound Marker from one chosen figure's Army Card to the other. After using Madness Vest, you may use it one additional time, choosing figures you haven't chosen yet this turn.

**GOOD TRIP, BAD TRIP**  
When rolling the 20-sided die for Shade's Madness Vest special power, if Shade is not one of your chosen figures, you may add 2 to your roll. If you roll a 3 or lower for Shade's Madness Vest special power, Shade may not move, attack, or use his Madness Vest special power for the rest of the round.

**5 LIFE**

**MOVE 5**  
**RANGE 4**  
**ATTACK 4**  
**DEFENSE 6**

**185 POINTS**

**METAN**  
**UNIQUE HERO**  
**POET**  
**MERCURIAL**  
**MEDIUM 5**