



**MARVEL**

**SPIDER-MAN**  
PAVITR PRABHAKAR

**INVENTIVE TINKERING**

Before moving Spider-Man during your turn, you may roll 3 combat dice. If you do, Spider-Man may not attack this turn. For each skull rolled, place a silver Invention Marker on this card, up to a maximum of 3. For each Invention Marker on this card, add 1 to your initiative roll.



**MUTATE**

**UNIQUE HERO**

**INVENTOR**

**BRILLIANT**

**MEDIUM 5**

**SPIDER-TECH**

At the beginning of your turn, you may remove an Invention Marker from this card to move one Order Marker from an Army Card in your army to another Army Card. If a figure you control with a Spider-Verse, Swing Line, or Web Swing special power within 6 clear sight spaces of Spider-Man would be destroyed by receiving wounds, you may remove 2 Invention Markers from this card to ignore any wounds that would be received.

**SWING LINE 4**

Instead of his normal move, Spider-Man may move up to 4 spaces with Swing Line. When moving with Swing Line, Spider-Man has the Flying special power, but may not move up or down more than 40 levels in a single swing, and will not take any leaving engagement attacks.



**4**

**LIFE**

**MOVE 6**

**RANGE 4**

**ATTACK 4**

**DEFENSE 5**

**150**

**POINTS**