

DC
TATTOOED MAN
 MARK RICHARDS

LIVING TATTOOS
 At the start of the game place 3 purple Tattoo Markers of the appropriate type on this card.

- **Barbed Wire:** After moving Tattooed Man, you may remove the appropriate Tattoo Marker from this card. Choose a non-adjacent small or medium figure within 4 clear sight spaces of Tattooed Man. Place the chosen figure adjacent to Tattooed Man. For the remainder of this player turn, subtract 1 from that figure's Defense number.
- **Dragon:** Before attacking with Tattooed Man, you may remove the appropriate Tattoo Marker from this card. Add 4 to his Range number and 1 to his Attack number for the remainder of this turn.
- **Snake:** Once per round, before a figure within 4 clear sight spaces of Tattooed Man begins its movement, you may remove the appropriate Tattoo Marker from this card to prevent that figure from moving this turn. After taking a turn with Tattooed Man, if he did not move, you may replace a previously removed Tattoo Marker on this card.

INKED UP
 Before rolling defense dice for Tattooed Man, you may remove a Tattoo Marker from this card to add 1 automatic shield to the roll.

5 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4

125 POINTS

METAHUMAN
UNIQUE HERO
MERCENARY
MANIPULATED
MEDIUM 5