

**VIOLET PARR**

PARTIAL INVISIBILITY
Violet can move through all figures and is never attacked when leaving an engagement. If Violet is not engaged with an opponent's figure, she cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

INCREDIBLE SIBLINGS
After revealing an Order Marker on this card and taking a turn with Violet, you may take a turn with a Dash Parr figure you control.

INCREDIBLE FORCE FIELD 3
All Superhuman figures you control within 3 clear sight spaces of Violet add 3 to their defense dice. All other figures you control within 3 clear sight spaces of Violet add 1 to their defense dice. Incredible Force Field 3 affects Violet.



SUPERHUMAN

UNIQUE HERO

STUDENT

RELUCTANT

MEDIUM

4



3
LIFE

MOVE

5

RANGE

4

ATTACK

3

DEFENSE

0

115
POINTS

