

MISTER FANTASTIC  
REED RICHARDS

FANTASTIC FOUR



UNIQUE HERO  
MUTATE  
ADVENTURER  
BRILLIANT  
MEDIUM 7



### FANTASTIC LEADER 4

Before an ordered activation with Mister Fantastic, you may roll a d20. On a:

- 4-11, activate 1 other Adventurer Hero;
- 12-17, activate up to 2 other Adventurer Heroes; or
- 18+, activate up to 3 other Adventurer Heroes.

You may not activate additional figures this turn.

### STRETCH WALK SPECIAL MOVE

Move 3. Height 25.

Mister Fantastic gains Flying and Stealth.

### RUBBER WRAP

When a Small, Medium, or Large enemy adjacent to Mister Fantastic would move, you may stop its movement.

MARVEL Science

