



The character card for All Might is a blue and yellow hexagonal piece. It features a central illustration of All Might in his hero costume, a red silhouette of a villain on the right, and a stats panel at the bottom right. The card is divided into several sections: a top yellow section with the character's name, a central text area with powers, a left sidebar with categories, and a bottom right stats panel.

**ALL MIGHT**  
TOSHINORI YAGI

**I AM HERE**

While All Might is engaged, all figures you control within 4 clear sight spaces of All Might add 1 to their Defense number, or 2 if they are Students.

**DETROIT SMASH**

After an opponent rolls defense dice against All Might's normal attack, you may Knockback the defending figure by placing it on an empty space exactly X spaces from its current position, where X is the number of skulls rolled in the attack. You may then place All Might adjacent to the defending figure. A figure moved by this special power never takes any leaving engagement attacks but can receive any falling damage that may apply.

**GO BEYOND, PLUS ULTRA!**

Once per game, if All Might would be destroyed by receiving wounds, he instead takes no damage, and at the end of the current player turn, you may take an immediate turn with All Might.

QUIRKHUMAN

UNIQUE HERO

CHAMPION

VALIANT

MEDIUM

5

5  
LIFE

MOVE 7

RANGE 1

ATTACK 7

DEFENSE 7

340

POINTS