



BATGIRL

STEPHANIE BROWN

BO STAFF

After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Batgirl's attack dice from your roll, to a minimum of 1 attack die. If you do, you may attack one additional time for each die subtracted.



HUMAN
UNIQUE HERO
VIGILANTE
RECKLESS
MEDIUM 5

TRICK BATARANG SPECIAL ATTACK

Range 5 + Special. Attack 3.

Before attacking with this special attack, choose one of the following effects:

- add 2 to the Range of this special attack; or
- the defending figure rolls 1 fewer defense die; or
- if an opponent rolls the 20-sided die for the defending figure this turn, you may subtract 2 from the roll.

BAT-GRAPPLE 3

Instead of her normal move, Batgirl may move up to 3 spaces with Bat-Grapple.

When moving with Bat-Grapple, Batgirl has the Flying special power, but may not move up or down more than 30 levels in a single grapple, and will not take any leaving engagement attacks.



4 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4

130 POINTS