



BLACK BAT

CASSANDRA CAIN

UTILITY BELT 1

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Black Bat cannot lose this glyph by receiving wounds unless she is destroyed.



HUMAN

UNIQUE HERO

VIGILANTE

TACITURN

MEDIUM 4

FISTS OF FURY

If Black Bat rolls at least 3 skulls with her normal attack, Black Bat may attack again with her normal attack. Black Bat may continue attacking with her normal attack until Black Bat rolls fewer than 3 skulls. Black Bat cannot attack more than four times in a single turn.

DEFENSIVE PREMONITION 11

Before rolling defense dice for Black Bat, roll the 20-sided die. If you roll 11 or higher, roll 3 additional defense dice and if the attacking figure is within 3 clear sight spaces of Black Bat, count each excess shield as one unblockable hit on the attacking figure.



4 LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

200 POINTS