



## CHANGELING

GAR LOGAN

### MOVEMENT METAMORPHOSIS

Before moving normally, you may choose one animal form for Movement Metamorphosis.

- Ferret: Changeling is considered tiny, may move through all figures and never takes leaving engagement attacks.
- Owl: Changeling gains the Flying special power.
- Stag: Add 2 spaces to Changeling's move.



METAHUMAN

UNIQUE HERO

TITAN

TROUBLED

MEDIUM 4

### ATTACK METAMORPHOSIS

Before attacking normally, you may choose one animal form for Attack Metamorphosis.

- Gorilla: Roll 1 additional attack die.
- Panther: Choose one additional adjacent figure to be affected by this attack.
- Python: Instead of attacking you may choose a small or medium figure adjacent to Changeling and roll the 20-sided die. If you roll 12 or higher, the chosen figure receives one wound.

### DEFENSE METAMORPHOSIS

Before rolling defense dice, you may choose one animal form for Defense Metamorphosis.

- Porcupine: If Changeling rolls excess shields when defending against a normal attack from an adjacent figure, the attacking figure receives one wound.
- Rabbit: After rolling defense dice, Changeling may move up to 2 spaces. He will not take any leaving engagement attacks when moving with this special power.
- Turtle: Roll 2 additional defense dice.



7  
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 3

190

POINTS

