

DC
CREEPER
 JACK RYDER

PROGRESSIVE PSYCHOSIS
 Before taking a turn with Creepers, roll the 20-sided die. If you roll 1-5, place an orange Insanity Marker on this card. Add one die to Creepers's normal attack for each Insanity Marker on this card. After placing a fourth Insanity Marker on this card, choose an opponent to take control of Creepers. Creepers's turn immediately ends. Remove all Insanity Markers and Order Markers from this card, then give this card to the chosen opponent.

STEALTH LEAP 25
 Instead of his normal move, Creepers may use Stealth Leap. Stealth Leap has a move of 3. When counting spaces for Stealth Leap, ignore elevations. Creepers may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Creepers may not leap more than 25 levels up or down in a single leap. When using Stealth Leap, Creepers will not take any leaving engagement attacks.

HEALING FACTOR
 After taking a turn with Creepers, remove 1 Wound Marker from this Army Card.

5 LIFE

MOVE	6
RANGE	1
ATTACK	3
DEFENSE	4

125
 POINTS

METAHUMAN
UNIQUE HERO
INTERLOPER
INSANE
MEDIUM 5