

MARVEL

JEWEL
JESSICA JONES

POWER FLUCTUATIONS

Before taking a turn with Jewel, roll the 20-sided die.

- If you roll 1-5, Jewel may not use the Flying or Super Strength special powers for the remainder of this turn.
- If you roll 6-15, nothing happens.
- If you roll 16 or higher, add one to Jewel's Attack number for the remainder of this turn.

PSYCHOLOGICAL VULNERABILITY

When Jewel defends against a normal or special attack from a Telepath or a figure with a Manipulative personality, roll one fewer defense die.

FIGHTER LOYALTY

If Jewel is adjacent to a Unique Fighter Hero you control, add one die to her attack and defense.



MUTATE

UNIQUE HERO

FIGHTER

INTUITIVE

MEDIUM

5

5

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 6

150

POINTS

