

**IDW**

**KARAI**  
OROKU KARAI

**NINJA LEADERSHIP**

All other Ninja you control move one additional space.

**FOCUSED STRIKES**

When attacking an adjacent figure with Karai, add one automatic skull to whatever is rolled. After Karai attacks an adjacent figure, she may attack one additional time.

**ACROBATIC MOVEMENT**

Karai never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Karai one space up to 6 levels up or down.



**C3G**  
**HUMAN**  
**UNIQUE HERO**  
**NINJA**  
**LOYAL**  
**MEDIUM 4**

**4**  
**LIFE**

**MOVE 6**

**RANGE 8**

**ATTACK 3**

**DEFENSE 5**

**185**

**POINTS**