



ONOMATOPOEIA

WHOOSH

Onomatopoeia is never attacked when leaving an engagement and never takes falling damage. After rolling attack dice for a normal attack or after rolling defense dice, you may immediately move Onomatopoeia up to 2 spaces.

BLAM BLAM

When Onomatopoeia attacks a non-adjacent figure without the Super Strength special power with his normal attack, subtract 1 from that figure's Defense number. When Onomatopoeia attacks a non-adjacent figure with his normal attack, if he inflicted one or more wounds, he may attack that figure one additional time.

POW!

When Onomatopoeia attacks an adjacent figure with his normal attack and no skulls are rolled, you may count all blanks and shields rolled as hits.

SNAP.



HUMAN

UNIQUE HERO

STALKER

CUNNING

MEDIUM 5

6 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

155 POINTS