



## SAM WINCHESTER

### HUNTING COMPANION

After revealing an Order Marker on this card and taking a turn with Sam Winchester, if you control a Hero named Dean Winchester, you may move Dean Winchester.



HUMAN

UNIQUE HERO

SLAYER

ANALYTICAL

MEDIUM 5

### HUNTER'S TRAPS 13

Once per turn, when an enemy figure moves onto or over a space within 5 spaces of Sam Winchester where it could end its movement, you may immediately roll the 20-sided die. If you roll 13 or higher, that figure must end its movement and cannot move again for the remainder of the turn.

### DEMONIC PRECOGNITION

After rolling defense dice for Sam Winchester or any Slayer figure you control within 5 clear sight spaces of Sam, add one automatic shield to the roll. If the attacking figure is a Demon or Undead figure, you may reveal an "X" Order Marker on this card to add two automatic shields instead.



4

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 3

160

POINTS