



PLASTIC MAN

Eel O'Brian

PLASTIC WRAP

Friendly figures do not take leaving engagement attacks from opponents' figures that are engaged with Plastic Man.

I'M RUBBER, YOU'RE GLUE

After rolling defense dice against a normal attack from a non-adjacent enemy figure, you may choose a figure within 3 clear sight spaces of Plastic Man. All excess shields rolled count as unblockable hits on the chosen figure.

BOUNCE-N-STRETCH

When counting spaces for Plastic Man's movement, ignore elevations. Plastic Man may Bounce-n-Stretch over water without stopping, Bounce-n-Stretch over figures without becoming engaged, and Bounce-n-Stretch over obstacles such as ruins. When Plastic Man starts to Bounce-n-Stretch, if he is engaged he will not take any leaving engagement attacks. After moving, if Plastic Man does not attack this turn, he may Bounce-n-Stretch 4 additional spaces.



METAHUMAN

UNIQUE HERO

ADVENTURER

QUIRKY

MEDIUM 7

5 LIFE

MOVE 4

RANGE 2

ATTACK 4

DEFENSE 6

145 POINTS

