

WONDER WOMAN (REBIRTH)

DIANA PRINCE



© & ™ DC Comics. © & ™ WBEL (s20)
© Knight Models.

ATTRIBUTES

Power: 8
Speed: 5/8/12
Strength: 4
Attack: 7
Size: 2
Agility: 8
Stamina: 10
Willpower: 8

LEVEL

12

AFFILIATE

Justice League

SKILLS

Acrobat
Fly
Master Fighter
Rage/2
Soldier

DEFENSES

Shield 18

Star 16

Eye 15

Brain 16









ENDURANCE



+1 POWER

-1 SPD / -2 POW /
-1 ATTACK

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Sword Attack	3 / 	 - 	2		Irresistible.
Royal Tiara	2 / 	 - 	2	8 	
Vorpal Attack	3 / 	 - 	3		Overload +2 DMG.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Hoplite Armor	0 / 	(P)	-	This model can't suffer more than 3 Damage by any action.
Bodyguard	1 / 	(R)	2	When a friendly Model in range becomes the target of an attack, this model becomes the new target.
Bracelets of Submission	2 / 	(A/R)	-	Gain +3 to Def vs  and  Ranged Attacks until end of round.
Lasso of Truth	3 / 	(A)	4	Target can't move and gets -1 to  and  defenses until the end of the round.