

# WONDER WOMAN (1984)

DIANA PRINCE



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© Knight Models.

## ATTRIBUTES

Power: 9  
Speed: 6/10/12  
Strength: 5  
Attack: 7  
Size: 2  
Agility: 7  
Stamina: 10  
Willpower: 9

LEVEL

16

AFFILIATE

Justice League

## SKILLS

Acrobat  
Fly  
Master Fighter  
Resistance/2   
Immunity:   
Regeneration/1  
Soldier

## DEFENSES

16  
 15  
 16  
 16

## ENDURANCE







+1 POWER

-1 DEF

-1 SPEED / -2 POWER /  
-1 DEF

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Godkiller	2 / 	 - 	2		
Lasso of Hestia Slash	4 / 	 - 	3		Ensnare/2.
Bracelets of Submission Blast	6 / 	 - 	4	 /6	Push/2.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Godkiller	0 / 	(P)	-	When this model targets an enemy of Level 20 or higher with an attack, she gains +1 to attack and damage. In addition, the attack gains the Irresistible rule.
Bracelets of Submission	2 / 	(A)	-	Gain +3 to Def vs  and  Ranged Attacks until end of round.
Golden Armor	0 / 	(P)	-	Enemy models cannot apply the irresistible effect on this model unless they pay 1 additional Power.
Lasso of Hestia	3 / 	(A)	4	Target receives a -4 penalty to Speed and -2 to  defenses until the end of the Round.