

## MICHELANGELO



4

3

2

1

0

### DUAL NUNCHAKU



0 3 4+



1

2

3

### WHIRLING STRIKE

When attacking with Dual Nunchaku (after any rerolls), for each roll of 6, roll +1 die. These dice may generate further additional dice.

### +1 ACTION

### CYCLONE ATTACK

Once during each Enemy Phase, when Enemies enter your Zone, you may spend 1 to immediately perform 1 free Dual Nunchaku Attack.

### WAY OF THE TSUNAMI

Before attacking, you may spend 1 to roll +1 die for each Enemy in your Zone (before any bonuses), ignoring Zombie Heroes for this Attack.



# DCEASED

MICHELANGELO

## RAPHAEL



4

3

2

1

0

### DUAL SAI



0 2 3+



1

2

3

### CRITICAL STRIKE

When attacking with Dual Sai (after any rerolls), each roll of 6 deals 2 Hits to a single Enemy.

### +1 ACTION

### LEAP BEFORE YOU LOOK

Once during your Turn, you may spend 1 to move up to 2 Zones, ignoring Enemies, into a Zone containing Enemies. Then, perform 1 free Dual Sai Attack.

### WAY OF THE NINJA

When attacking, you may reroll any misses. Once during your Turn, you may perform 1 free Dual Sai Attack or 1 free Move Action, or draw 1 Heroic Trait.



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RAPHAEL