DC COMICS™

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WIZK!DS™

HeroClix

PRINT & PLAY

TRINITY OF SIN
CHARACTER CARDS

Original Text

PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File>Print or Ctrl/Cmd+P*).

2. Under *Pages to Print>Pages* input the pages you would like to print. (See *Table of Contents*)

3. Under *Page Sizing & Handling>Size* select *Actual size*.

4. Under *Page Sizing & Handling>Multiple>Pages per sheet* select *Custom* and enter *1 by 2*.

5. Under *Page Sizing & Handling>Multiple>Orientation* select *Landscape*.

6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling>Multiple*).

7. Click OK.

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WRAPPED IN SHADOWS (Energy Shield/Deflection)

Open Pandora's Box Pandora can use Probability Control twice per turn, but may not target the same character with it more than once per turn. Opposing characters must be given an action token when they use Probability Control.

D-T001 **Trinity of Sin** This team character can use Phasing/Teleport and Probability Control.

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: *The New 52 #1 - Free Comic Book Day Edition*

DC COMICS
PANDORA
Mystical, Trinity of Sin

Always in the Background Pandora can use Stealth. Give Pandora a power action and place her in any square that has an opposing figure within line of fire.

ALWAYS ON THE MOVE (Running Shot)

NO BARRIERS CAN STOP ME (Phasing/Teleport)

TERRORS OF MAN (Penetrating/Psychic Blast)

HAIL OF GUNFIRE (Energy Explosion)

RED CLOAK (Super Senses)

POINT VALUE: 100

PHANTOM STRANGER

DC COMICS

Mystical, Trinity of Sin

A STRANGE FOREBODING (Super Senses)

DESTINED TO WANDER (Regeneration)

Destined to Betray Phantom Stranger can use Outwit twice per turn, but can't target the same character with it more than once per turn. When opposing characters use Outwit, they must be given a power action instead of a free action.

KNOW YOUR WEAKNESS (Exploit Weakness)

Ⓦ **D-T001 Trinity of Sin** This team character can use Outwit and Poison.

Mystical Cloak Phantom Stranger can use Phasing/Teleport and Shape Change.

Thirty Pieces of Silver At the beginning of your turn, give Phantom Stranger a free action and modify any of his combat values by +1 until your next turn, but only if you modify another friendly character's same combat value by -1 until your next turn.

A STRANGER (Mind Control)

SIN OF AVARICE (Poison)

MISTS (Smoke Cloud)

BETRAYAL OF MY CLOSEST FRIEND (Mastermind)

POINT VALUE: 200

REAL NAME: Unknown

SIGNIFICANT APPEARANCE: *The New 52 #1 - Free Comic Book Day Edition*

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QUESTION
Mystical, Trinity of Sin

STOP YOUR CRIMES (Incapacitate)

KNOCK YOU DOWN (Quake)

DEFY YOU (Combat Reflexes)

BATTLE INSTINCTS (Super Senses)

HOLD MY OWN (Toughness)

They Hold the Answers Question can use Perplex twice per turn, but can't target the same character with it more than once per turn. When opposing characters use Perplex, they must be given a power action instead of a free action.

FORGET MY NAME (Shape Change)

MARTIAL ARTS (Close Combat Expert)

D-T001 Trinity of Sin This team character can use Combat Reflexes and Perplex.

+ Scaling Rooftops 🏃 🟥 🟩

Past Lives At the beginning of your turn, choose a standard power from Question's character card; he can use that power until your next turn. When you do, choose a power Question possesses and it is lost until your next turn.

RISE TO POWER (Charge)

NEVER ESCAPE YOUR FATE (Plasticity)

HIDDEN IN THE ALLEYS (Stealth)

YOU WILL FEAR MY NAME (Flurry)

MYSTERIOUS SMOKE (Smoke Cloud)

POINT VALUE: 100

REAL NAME: Unknown
SIGNIFICANT APPEARANCE: *The New 52 #1 - Free Comic Book Day Edition*

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DC COMICS
TRINITY OF SIN
Mystical, Trinity of Sin

✛ Unearthly Travelers 🥾 🟩

☆ Destined to Walk Alone Trinity of Sin may have as few as 2 characters on the base.

☆ Damned Together When all team members are attached, Trinity of Sin deals 2 unavoidable damage instead of 1 when they use the Mystics team ability.

☆ Onslaught of Energy Trinity of Sin also has ⊕.

TARGETING THE UNWORTHY (Running Shot)

OVERCOME BY SIN (Mind Control)

POINT VALUE: 385/285/185

CANNOT ESCAPE YOUR FATE (Plasticity)

PUNISHING THE UNWORTHY (Charge)

TRAVEL THE WORLD (Phasing/Teleport)

PUNISHMENT FOR YOUR SINS (Penetrating/Psychic Blast)

FROZEN IN FEAR (Incapacitate)

BURN FOR YOUR SINS (Energy Explosion)

AWAY FROM ME (Quake)

MYSTICAL WARDS (Super Senses)

STRONGER THAN I LOOK (Toughness)

MYSTICAL SHIELD (Energy Shield/Deflection)

OTHERS WILL PAY FOR MY SINS (Regeneration)

I KNOW YOUR SINS (Exploit Weakness)

Pandora Trinity of Sin can use Phasing/Teleport and Probability Control.

Phantom Stranger Trinity of Sin can use Outwit and Poison.

Question Trinity of Sin can use Combat Reflexes and Perplex.

I Greatest Transgressors of Mankind Choose a standard power that you did not choose during your last turn; until your next turn, opposing characters that are given an action to use that power are dealt 1 unavoidable damage after that action resolves.

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Team Dials

Characters with the ⬡ symbol are teams. A team base has locations on it where figures from corresponding SwitchClix bases can be placed. Each such character is called a team member.

FORCE CONSTRUCTION

When you add a team to your force, you must pay the cost of the team. For each team member that begins the game attached to the team, increase the point value of the team by 5 points. A team must have a minimum of 3 characters (15 points) attached at any given time unless a game effect says otherwise. Each team member attached to the team must have an asset ability listed on its character card whose icon matches the icon of the asset ability listed on the team's character card. Team members begin the game attached to the team while their SwitchClix bases may be included in your sideline. Teams and team members can't be assigned resources, can't roll to pick up a relic, and can't become a pilot of a vehicle unless a game effect specifies otherwise.

The ⬡ symbol also grants the following combat abilities. None of these abilities can be countered. If this character uses Earthbound/Neutralized, it can still use these abilities:

WORKING TOGETHER

Give this character a power action and it may be given one action as a free action for every 100 points or fraction thereof of its point value. These free actions may be used for any action, but you may only give the character up to 1 move action, up to 1 power action, up to 1 close combat action, and up to 1 ranged combat action. Any number of these free actions may be used to make either a close or ranged combat attack.

PRACTICED MANEUVERS

This character can use 🏃 ▢ ⬤. This character may occupy squares of different elevations.

SOLO ADVENTURE

Give this character a power action, remove any team member from the team and insert it into its SwitchClix base. The character is placed adjacent to the team on its SwitchClix base turned to the first click with a click number color that matches the team's current click number color. If removing the team member from the team would mean that the total point value of removed team members exceeds the point value of the team, then the team member can't be removed. When a removed character has multiple starting lines, its point value and starting line are considered to be the first starting line other than an orange starting line preceding the click it is on when placed on the map.

A TEAM REUNITED

Give this character a power action when it is adjacent to a character that was a team member earlier this game. Remove the character from its SwitchClix base, place it on the team and remove the SwitchClix base from the map.

TEAM COORDINATION

When counting characters for a themed team do not count the team as a character, instead each team member counts as a character. At the beginning of the game when a team is part of a themed team, choose: Themed Team Probability Control can be used normally or it can't be used and the team can use Probability Control.

THE ASSET DIAL

A team has a second dial called an Asset Dial. This may be a second dial on the team's figure base or an accompanying dial. The Asset Dial begins the game on the green starting line. The opening will show: (a) asset icons matching to the team members that make up the team, (b) the ⬡ combat symbol or (c) special powers.

When asset icons appear, the team can use the asset abilities referenced by each of those icons so long as the corresponding team member is attached to the team. When the ⬡ icon appears, you may choose any team member attached to the team and use the asset ability granted by that character's icon.

Asset abilities can be countered as if they were a combat ability. At the end of your turn, you may roll a d6 and turn the asset dial that many times to the left. If the ⬡ icon is showing at the end of your turn, this roll is required.