

ENERGY SHIELD

ENERGY, ONGOING

PLAY THIS CARD NEXT TO A HERO CHARACTER CARD. REDUCE DAMAGE DEALT TO THAT HERO BY 1.

Unlike most forcefields, Violet's are not smooth. Their rough texture allows one to move about while still remaining protected. --Department of Supers, CLASSIFIED Supers Database

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MULTIVERSE™

CROSSOVER  
CRISIS

Violet Parr  
the Incredibles

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ENERGY BLAST

ENERGY, ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, VIOLET DEALS UP TO 3 TARGETS 1 ENERGY DAMAGE.

POWER: VIOLET DEALS 1 TARGET 2 ENERGY DAMAGE.

By creating a forcefield, compressing it, and then allowing it to collapse, Violet can cause an energy burst, turning a generally defensive power into an effective offensive one. --Department of Supers, CLASSIFIED Supers Database

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ENERGY, ONE-SHOT

VIOLET DEALS 1 TARGET 1 ENERGY DAMAGE. A TARGET DEALT DAMAGE THIS WAY CAN NOT DEAL DAMAGE UNTIL THE START OF VIOLET'S TURN.

In addition to typical spherical forcefields, Violet has also shown a knack for creating flat fields, effectively negating many types of attacks. --Department of Supers, CLASSIFIED Supers Database

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CRUSHING BALL




ENERGY, ONE-SHOT

DESTROY A NON-HERO TARGET WITH 3 OR FEWER HP.

Testing has shown that Violet's spherical forcefields have approximately twice as much mass as the people and objects contained within it. --Department of Supers, CLASSIFIED Supers Database

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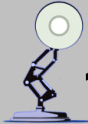
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Violet Parr



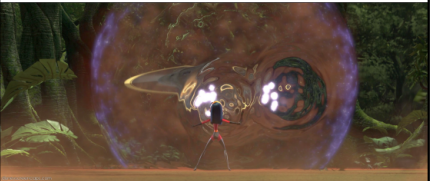
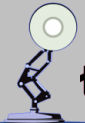


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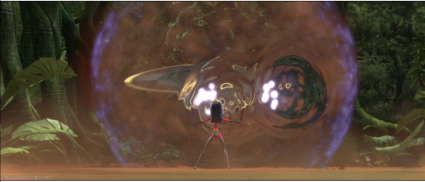






<p><b>INVISIBILITY</b></p> <p><b>ONGOING</b></p> <p>VIOLET MAY NOT PLAY CARDS, USE POWERS, OR DRAW CARDS. VIOLET MAY NOT BE DEALT DAMAGE. AT THE START OF VIOLET'S TURN, YOU MAY DESTROY THIS CARD AND DRAW A CARD.</p> <p>Like several other Supers, it has been suggested that Violet's ability to become invisible at will is a manifestation of her lack of self-confidence around the time that her powers began to emerge. --Department of Supers, CLASSIFIED Supers Database</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p>	<p><b>INVISIBILITY</b></p> <p><b>ONGOING</b></p> <p>VIOLET MAY NOT PLAY CARDS, USE POWERS, OR DRAW CARDS. VIOLET MAY NOT BE DEALT DAMAGE. AT THE START OF VIOLET'S TURN, YOU MAY DESTROY THIS CARD AND DRAW A CARD.</p> <p>Like several other Supers, it has been suggested that Violet's ability to become invisible at will is a manifestation of her lack of self-confidence around the time that her powers began to emerge. --Department of Supers, CLASSIFIED Supers Database</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p>
<p><b>BOUNCE BACK</b></p>  <p><b>ENERGY, ONGOING, LIMITED</b></p> <p>THE FIRST TIME EACH TURN THAT VIOLET IS DEALT DAMAGE, SHE DEALS THE SOURCE OF THAT DAMAGE 2 MELEE DAMAGE.</p> <p>There's nothing like running face-first into an invisible wall to remind you that you're dealing with Supers. --Guard #2, An Incredible Day, # 3 of 5</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p>	<p><b>BOUNCE BACK</b></p>  <p><b>ENERGY, ONGOING, LIMITED</b></p> <p>THE FIRST TIME EACH TURN THAT VIOLET IS DEALT DAMAGE, SHE DEALS THE SOURCE OF THAT DAMAGE 2 MELEE DAMAGE.</p> <p>There's nothing like running face-first into an invisible wall to remind you that you're dealing with Supers. --Guard #2, An Incredible Day, # 3 of 5</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p>

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**BEING A HERO**



**ONGOING, LIMITED**

AT THE START OF YOUR TURN, SELECT A DAMAGE TYPE. UNTIL THE START OF YOUR NEXT TURN, VIOLET IS IMMUNE TO DAMAGE OF THAT TYPE.

As she manipulates the energies around her, her Super Suit, designed by noted Super Suit designer Edna Mode, responds as if it were a second skin. --Department of Supers, CLASSIFIED Supers Database

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<p><b>BRAIN POWER</b></p>  <p><b>ONGOING</b> POWER: DRAW 2 CARDS.</p> <p>Her intellect may prove to be her greatest power. --Department of Supers, CLASSIFIED Supers Database</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p> <p>Her intellect may prove to be her greatest power. --Department of Supers, CLASSIFIED Supers Database</p>	<p><b>BRAIN POWER</b></p>  <p><b>ONGOING</b> POWER: DRAW 2 CARDS.</p> <p>Her intellect may prove to be her greatest power. --Department of Supers, CLASSIFIED Supers Database</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr the Incredibles</b></p> <p>Her intellect may prove to be her greatest power. --Department of Supers, CLASSIFIED Supers Database</p>
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<p><b>ENERGY RESERVES</b></p>  <p><b>ONE-SHOT</b></p> <p>SEARCH YOUR TRASH FOR AN ENERGY CARD AND ADD IT TO YOUR HAND. DRAW A CARD.</p> <p>Forget everything your Physics teacher ever said about the creation and destruction of energy. --Blue Venom Hanchman #6, Tales of the Incredibles #253</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr</b> the <b>Incredibles</b></p>	<p><b>ENERGY RESERVES</b></p>  <p><b>ONE-SHOT</b></p> <p>SEARCH YOUR TRASH FOR AN ENERGY CARD AND ADD IT TO YOUR HAND. DRAW A CARD.</p> <p>Forget everything your Physics teacher ever said about the creation and destruction of energy. --Blue Venom Hanchman #6, Tales of the Incredibles #253</p>	<p><b>SENTINELS OF THE MULTIVERSE™</b></p> <p><b>CROSSOVER CRISIS</b></p> <p> <b>Violet Parr</b> the <b>Incredibles</b></p>

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CONTAINMENT



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She is constantly find new and innovative ways to use her powers. --Dr. Maxwell Peak, Tales of the Incredibles #97

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TAG-OUT

ONE-SHOT

IMMEDIATELY END YOUR TURN. SELECT A PLAYER. THAT PLAYER MAY PLAY A CARD, USE A POWER, AND DRAW A CARD NOW.

She also knows when to step aside and let someone else punch you in the face. --Baron von HeadG.E.A.R., The Incredibles Annual #11

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