



Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Hero Deck: Violet Parr

ENERGY BLAST



ONGOING, LIMITED, ENERGY

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.
—U.S. DEPARTMENT OF SUPERS, C.A.R.E.S. DATABASE

SENTINELS CROSSOVER CRISIS

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SENTINELS CROSSOVER CRISIS

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ENERGY WALL



ONE-SHOT, ENERGY

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.
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SENTINELS CROSSOVER CRISIS

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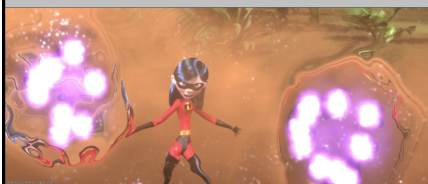
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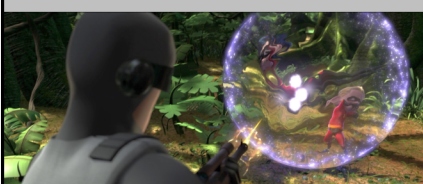
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SENTINELS CROSSOVER CRISIS

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CRUSHING BALL



ONE-SHOT, ENERGY

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

DEFYING GENERALLY ACCEPTED PHYSICS, VIOLET'S SPHERICAL FORCEFIELDS HAVE APPROXIMATELY TWICE AS MUCH MASS AS THE PEOPLE, OBJECTS, AND ATMOSPHERE CONTAINED WITHIN THEM.
—U.S. DEPARTMENT OF SUPERS, C.A.R.E.S. DATABASE

SENTINELS CROSSOVER CRISIS

Violet Parr

CRUSHING BALL



ONE-SHOT, ENERGY

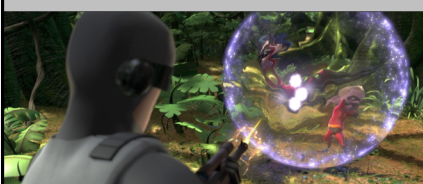
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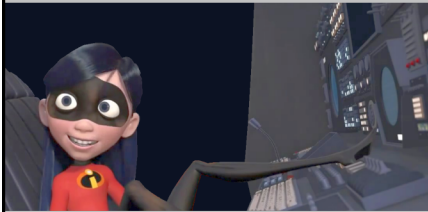
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SENTINELS CROSSOVER CRISIS

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CONFIDENCE



ONGOING, LIMITED

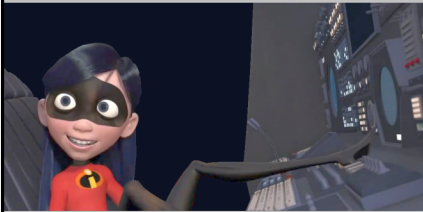
INCREASE DAMAGE DEALT BY VIOLET BY 1.

WHILE THERE ARE INDICATIONS THAT VIOLET WAS INITIALLY
UNSURE OF HERSELF AND OF HER POWERS, THAT IS
DECIDEDLY NO LONGER THE CASE.
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SENTINELS CROSSOVER CRISIS

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INVISIBILITY

SENTINELS CROSSOVER CRISIS

Violet Parr

ONGOING

VIOLET MAY NOT PLAY CARDS, USE POWERS, OR DRAW CARDS. VIOLET MAY NOT BE DEALT DAMAGE.

AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD AND DRAW A CARD.

LIKE OTHER SUPERS CAPABLE OF INVISIBILITY, IT HAS BEEN SUGGESTED THAT VIOLET'S POWER IS A MANIFESTATION OF HER LACK OF SELF-CONFIDENCE AROUND THE TIME THAT HER POWERS BEGAN TO EMERGE.
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BOUNCE BACK



ONGOING, LIMITED, ENERGY

THE FIRST TIME EACH TURN THAT VIOLET IS DEALT DAMAGE, SHE FIRST DEALS THE SOURCE OF THAT DAMAGE 1 MELEE DAMAGE.

THERE'S NOTHING LIKE RUNNING FACE-FIRST INTO AN INVISIBLE WALL TO REMIND YOU THAT YOU'RE NOT DEALING WITH ORDINARY HUMAN BEINGS.
—GUARD #2 (AN INCREDIBLE DAY #5 OF 5)

SENTINELS CROSSOVER CRISIS

Violet Parr

BOUNCE BACK



ONGOING, LIMITED, ENERGY

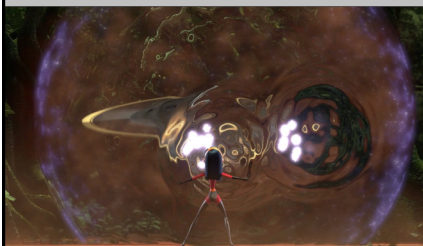
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SENTINELS CROSSOVER CRISIS

Violet Parr

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 COSTUME, DESIGNED BY NOTED SUPER SUIT DESIGNER EDNA MODE, RESPONDS AS IF IT WERE A SECOND SKIN.
—U.S. DEPARTMENT OF SUPERS, C.A.R.E.S. DATABASE

SENTINELS CROSSOVER CRISIS

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SENTINELS CROSSOVER CRISIS

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BRAIN POWER



ONGOING

POWER: DRAW 2 CARDS.

HER INTELLECT MAY YET PROVE TO BE HER GREATEST POWER.
—U.S. DEPARTMENT OF SUPERS, C.A.R.E.S. DATABASE

SENTINELS CROSSOVER CRISIS

Violet Parr

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BRAIN POWER



ONGOING

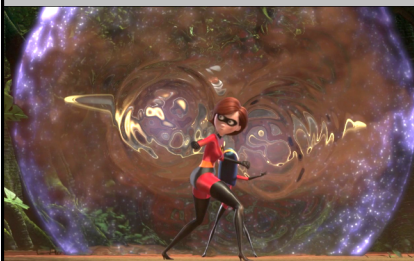
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SENTINELS CROSSOVER CRISIS

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TEAMWORK



ONE-SHOT, ENERGY

EACH PLAYER MAY DISCARD 1 CARD. VIOLET DEALS 1
TARGET X ENERGY DAMAGE, WHERE X EQUALS THE
NUMBER OF CARDS DISCARDED PLUS 1.

WHILE MOST SUPERS ARE NOTORIOUS FOR BEING
EGOTISTICAL LONERS, THE PARRS SEEM TO FUNCTION AT THEIR
BEST AS PART OF A TEAM.
—U.S. DEPARTMENT OF SUPERS, C.A.R.E.S. DATABASE

SENTINELS CROSSOVER CRISIS

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SENTINELS CROSSOVER CRISIS

Violet Parr

ENERGY RESERVES



ONE-SHOT

SEARCH YOUR TRASH FOR AN ENERGY CARD AND ADD IT TO YOUR HAND. DRAW A CARD.

FORGET EVERYTHING YOUR PHYSICS PROFESSOR EVER TOLD YOU ABOUT THE CREATION AND DESTRUCTION OF ENERGY.
—HENCHMAN OF BLUE VENOM
(TALES OF THE INCREDIBLES #253)

SENTINELS CROSSOVER CRISIS

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—HENCHMAN OF BLUE VENOM
(TALES OF THE INCREDIBLES #259)

SENTINELS CROSSOVER CRISIS

Violet Parr

CONTAINMENT



ONGOING

PLAY THIS CARD NEXT TO A NON-HERO, NON-INDESTRUCTIBLE ONGOING CARD.

WHEN THIS CARD IS DESTROYED, THE ONGOING CARD IS ALSO DESTROYED.

SHE IS CONSTANTLY FINDING NEW AND INNOVATIVE WAYS TO USE HER POWERS. IT'S VERY ANNOYING.
—DOCTOR MAXWELL PEAK (TALES OF THE INCREDIBLES #97)

SENTINELS CROSSOVER CRISIS

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SENTINELS CROSSOVER CRISIS

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TAG OUT



ONE-SHOT

SELECT A PLAYER. THAT PLAYER MAY PLAY A CARD, DRAW A CARD, AND THEIR HERO MAY USE A POWER, IN ANY ORDER. THEN, IMMEDIATELY END YOUR TURN.

SHE ALSO KNOWS WHEN TO STEP ASIDE AND LET SOMEONE ELSE PUNCH YOU IN THE FACE.
--BARON VON HEADS.E.A.R. (THE INCREDIBLES ANNUAL #11)

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SHIELDING



POWER: SELECT A HERO TARGET. THE NEXT DAMAGE DEALT TO THAT TARGET IS REDUCED BY 2.




⇒ DAMAGE DEALT TO HERO TARGETS IS REDUCED BY 1 UNTIL THE START OF YOUR TURN.

⇒ ONE PLAYER MAY PUT THE TOP CARD OF THEIR DECK INTO PLAY. IF THE CARD CAN NOT ENTER PLAY, DISCARD IT, AND THEIR HERO REGAINS 2 HP.


⇒ INCREASE OR DECREASE THE NEXT DAMAGE DEALT BY 1 AND CHANGE THE TYPE TO ENERGY.



Violet Parr

Fully Energized



FULLY ENERGIZED

POWER: REVEAL THE TOP CARD OF YOUR DECK. IF IT IS AN [ENERGY] CARD, YOU MAY DRAW OR PLAY IT. IF IT IS NOT, DISCARD IT AND VIOLET PARR DEALS 1 TARGET 2 ENERGY DAMAGE.



⇒ ONE PLAYER MAY PLAY A CARD. IF THAT CARD HAS A POWER ON IT, THEIR HERO MAY USE THAT POWER NOW.

⇒ ONE PLAYER DRAWS 2 CARDS AND THEN DISCARDS 1 CARD.

⇒ 1 TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.