



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

SIDE KICK



ONGOING

POWER: FATALE DEALS 1 TARGET 3 MELEE DAMAGE.

I STARTED MY LEAP READY TO DELIVER A DIGITALLY-CALIBRATED, FUSION-POWERED, TITANIUM-ALLOY SIDE KICK LIKE THE CRACK OF DOOM. --FATALE

SENTINELS CROSSOVER CRISIS

FATALE

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SENTINELS CROSSOVER CRISIS

FATALE

HIT SOMETHING



ONE-SHOT

FATALE DEALS UP TO 2 TARGETS 2 MELEE DAMAGE.

I KNOW HOW HE FEELS. WE ALL WANT TO HIT SOMETHING. --FATALE

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SENTINELS
CROSSOVER CRISIS

FATALE

IT'S MY TIME



ONE-SHOT

FATALE DEALS UP TO 3 TARGETS 1 IRREDUCIBLE MELEE DAMAGE.

FOR THE MOMENT, I'M THE ONLY SUPERPOWER IN THE ROOM,
AND THEY'RE WAITING FOR ME TO RESCUE THEM. --FATALE

SENTINELS
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SENTINELS
CROSSOVER CRISIS

FATALE

WELL-AIMED KICK



ONGOING

WHEN THIS CARD ENTERS PLAY, FATALE DEALS 1 TARGET 2 MELEE DAMAGE.

POWER: FATALE DEALS 1 TARGET 1 MELEE DAMAGE. DRAW A CARD.

I BRACE AND KICK IT IN, MY FIGHTING FORM MOTION-CAPTURED OFF OLD BRUCE LEE FOOTAGE, HONG KONG PERFECTION TRANSPosed INTO STEEL. --FATALE

SENTINELS CROSSOVER ERISIS

FATALE

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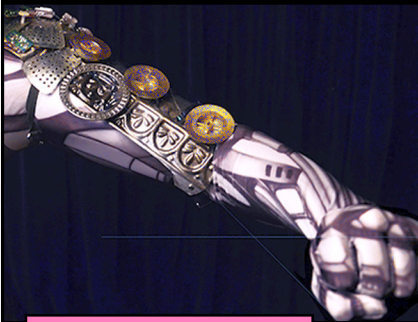
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SENTINELS CROSSOVER ERISIS

FATALE

AUTO-CANNON



EQUIPMENT, LIMITED

POWER: FATALE DEALS ALL NON-HERO TARGETS 1 PROJECTILE DAMAGE.

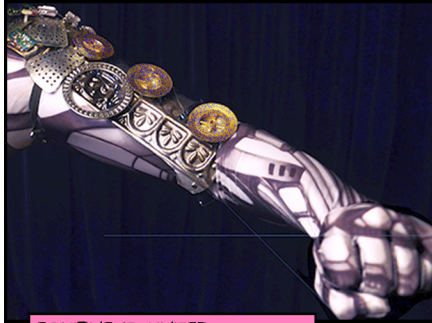
POWER: DESTROY 6-⁺ ENVIRONMENT CARDS, THEN, DESTROY THIS CARD.

THE BARRREL COMES DOWN OUT OF MY LEFT FOREARM, WHICH IS WHY IT'S SO THICK. --FATALE

SENTINELS CROSSOVER ERISIS

FATALE

AUTO-CANNON



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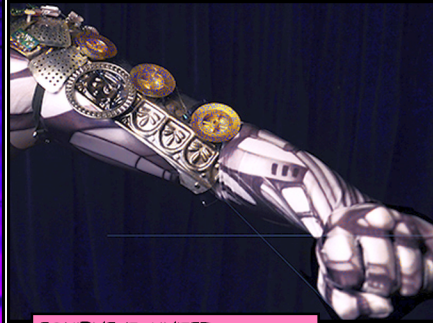
POWER: DESTROY 6-**(H)** ENVIRONMENT CARDS. THEN, DESTROY THIS CARD.

THE BARREL COMES DOWN OUT OF MY LEFT FOREARM, WHICH IS WHY IT'S SO THIN. --FATALE

**SENTINELS
CROSSOVER ERISIS**

FATALE

AUTO-CANNON



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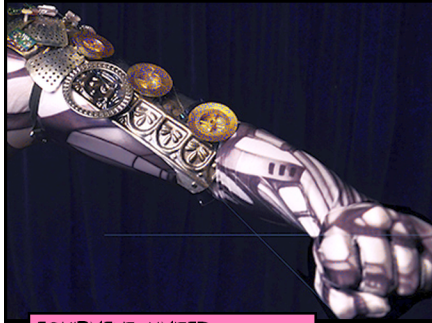
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**SENTINELS
CROSSOVER ERISIS**

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**SENTINELS
CROSSOVER ERISIS**

FATALE

DANSEL



ONE-SHOT, NEW CHAMPION

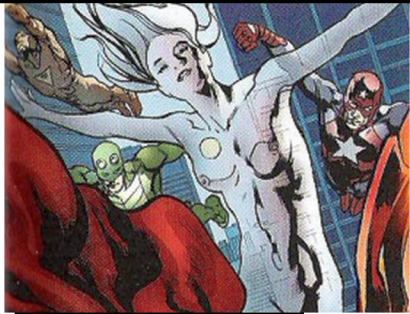
DRAW 3 CARDS.

FIRST LADY OF POWER
--THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

**SENTINELS
CROSSOVER ERISIS**

FATALE

LILY



ONE-SHOT, NEW CHAMPION

REVEAL THE TOP 3 CARDS OF THE VILLAIN DECK. DISCARD 1 OF THEM. REPLACE THE OTHER 2 IN EITHER ORDER.

RELENTLESS
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

SENTINELS
CROSSOVER CRISIS

FATALE

BLACKWOLF



ONE-SHOT, NEW CHAMPION

SELECT A TARGET. THAT TARGET CAN NOT DEAL DAMAGE UNTIL THE START OF YOUR TURN.

THE ULTIMATE CRIME FIGHTER
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

SENTINELS
CROSSOVER CRISIS

FATALE

ELPHIN



ONE-SHOT, NEW CHAMPION

DESTROY AN [ONGOING] CARD. DRAW A CARD.

WARRIOR PRINCESS
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

SENTINELS
CROSSOVER CRISIS

FATALE

MR. MYSTIC



ONE-SHOT, NEW CHAMPION

DESTROY AN ENVIRONMENT CARD. PLAY A CARD.

MAN OF MYSTERY
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

SENTINELS
CROSSOVER CRISIS

FATALE

FERAL



ONE-SHOT, NEW CHAMPION

THIS CARD DEALS 1 TARGET 3 MELEE DAMAGE -OR- DEALS 3 TARGETS 1 MELEE DAMAGE EACH.

SAVAGE STREET FIGHTER
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

**SENTINELS
CROSSOVER CRISIS**

FATALE

RAINBOW TRIUMPH



ONE-SHOT, NEW CHAMPION

DESTROY A TARGET WITH 5 OR FEWER HP YOU MAY USE A POWER NOW.

TEEN IDOL WITH AN ATTITUDE
—THE INTERNATIONAL METAHUMAN DATABASE, THIRD EDITION

**SENTINELS
CROSSOVER CRISIS**

FATALE

THE NEW CHAMPIONS



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A [NEW CHAMPION] CARD IS REVEALED. PUT THE REVEALED [NEW CHAMPION] CARD INTO PLAY OR INTO YOUR HAND. DISCARD THE OTHER REVEALED CARDS.

FIVE SUPERHEROES WALK INTO A BAR IN GREEN BAY, WISCONSIN. —FATALE

**SENTINELS
CROSSOVER CRISIS**

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SENTINELS CROSSOVER CRISIS

FATALE

MACHINE-ENHANCED BRAIN



ONE-SHOT

REVEAL THE TOP 3 CARDS OF YOUR DECK. REPLACE THEM IN ANY ORDER. DRAW A CARD.

I'M GOOD AT NOTICING THINGS; WE MACHINES ARE. --FATALE

SENTINELS CROSSOVER CRISIS

FATALE

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CROSSOVER CRISIS**

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**SENTINELS
CROSSOVER CRISIS**

FATALE

DIAGNOSIS & REPAIR



ONGOING

POWER: DISCARD UP TO 3 CARDS. FATALE REGAINS X HP, WHERE X EQUALS 1 PLUS THE NUMBER OF CARDS DISCARDED.

THERE'S A DIAGNOSIS AND REPAIR ROUTINE THAT I DO, WHICH THEY DRILLED INTO ME ON EVERY DAY DURING REHABILITATION. --FATALE

**SENTINELS
CROSSOVER CRISIS**

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SENTINELS
CROSSOVER CRISIS

FATALE

REBOOT



ONGOING

FATALE REGAINS 3HP. FATALE MAY NOT USE POWERS OR DRAW CARDS. AT THE START OF YOUR TURN, DESTROY THIS CARD.

IS FATALE AWAKE YET? --BLACKWOLF
STILL BOOTING UP --RAINBOW TRIUMPH

SENTINELS
CROSSOVER CRISIS

FATALE

REBOOT



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SENTINELS
CROSSOVER CRISIS

FATALE

RIF
COMICS

FATALE

27



POWERED PUNCH

POWER: FATALE DEALS 1 TARGET 2 MELEE DAMAGE.




⇒ UNTIL THE START OF YOUR TURN, MELEE DAMAGE DEALT BY HERO TARGETS IS IRREDUCIBLE.

⇒ ONE HERO MAY USE A POWER.

⇒ ONE PLAYER MAY PLAY A CARD.

With the exception of Lily (taken from the novel's dust jacket) and Feral (created specifically for this deck) all photos and drawings are from the 2015 Lifeline Theatre (Chicago) stage adaptation of Andrew Grossman's novel "Soon I Will Be Invincible."



RIF
COMICS

FATALE

AND THE NEW CHAMPIONS

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THE NEW CHAMPIONS

POWER: PLAY A [NEW CHAMPION] CARD OR DRAW A CARD. THEN DEAL 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.



Incapacitated!



⇒ UNTIL THE START OF YOUR TURN, WHEN A HERO TARGET DEALS DAMAGE, INCREASE THAT DAMAGE BY 1.

⇒ 1 PLAYER MAY PLAY A CARD.

⇒ 1 PLAYER MAY DISCARD UP TO 3 CARDS AND DRAW AS MANY CARDS AS WERE DISCARDED THIS WAY.

(8/20/2024)

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