

HEROES & HERALDS: CARD GUIDE

□ DEMITRI MAXIMOFF (Darkstalkers, 1994)



Primary: Become temporarily invisible upon performing a Snap Back. Reduce your opponent's HC Gauge. [Lv. 1]
Secondary: Become temporarily invisible upon performing a Snap Back.

□ GENE (God Hand, 2006)



Primary: Upon successfully landing a Snap Back: Reduce your opponent's HC Gauge. [Lv. 3] + Gain a fixed amount of HC Gauge. [Lv. 1]
Secondary: Upon successfully landing a Snap Back: Reduce your opponent's HC Gauge. [Lv. 2] + Gain a fixed amount of HC Gauge. [Lv. 1]

□ RATHALOS (Monster Hunter, 2004)



Primary: Calling assists will cost HC Gauge, however your opponent will be poisoned if the assist attack is successful. [Lv. 2]
Secondary: Poisons your opponent upon successfully landing a Crossover Attack, at the cost of HC Gauge. [Lv. 1]

□ CYBER BLUE (Battle Circuit, 1997)



Primary: When your opponent is down to 2 characters or less: Increases attack power. [Lv. 1] + Increases speed.
Secondary: When your opponent is down to 2 characters or less: Increases attack power. [Lv. 1] + Increases number of jumps you can perform. [Lv. 1]

□ HAYATO (Star Gladiator, 1996)



Primary: All characters will be able to perform a 6-chain combo. + Apply stun value to your opponent upon successfully landing a Crossover Counter.
Secondary: Temporarily increases attack power upon landing a combo of 10 hits. [Lv. 1]

□ EDWARD FOKKER (Power Stone, 1999)



Primary: During X-Factor: Increases attack power. [Lv. 2] + HC Gauge refills automatically. [Lv. 3]
Secondary: HC Gauge refills automatically while X-Factor is active. [Lv. 2]

□ GRANDMASTER (Strider, 1989)



Primary: When 3 or more bars of HC Gauge are stored and while on the ground Vitality refills automatically [Lv. 3] + HC Gauge refills automatically. [Lv. 2]
Secondary: When 3 or more bars of HC Gauge are stored and while on the ground: Vitality refills automatically. [Lv. 3]

□ SAKUYA (Okami, 2006)



Primary: When only one character is left: Vitality refills automatically. [Lv. 3] + HC Gauge refills automatically. [Lv. 2]
Secondary: When only one character is left: Vitality refills automatically. [Lv. 2] + HC Gauge refills automatically. [Lv. 1]

□ DEVILOT (Cyberbots, 1995)



Primary: Assist attacks gain super armor. [Lv. 3] (uses HC Gauge upon hit)
Secondary: Upon successfully landing a Delayed Hyper Combo: Absorb your opponent's vitality. [Lv. 3] + Absorb your opponent's HC Gauge. [Lv. 3]

□ JIN SAOTOME (Cyberbots, 1995)



Primary: Lose the ability to block during X-Factor. The time that X-Factor stays active will increase. [Lv. 3]
Secondary: Lose the ability to block during X-Factor. The time that X-Factor stays active will increase. [Lv. 1]

□ Fou-Lu (Breath of Fire IV, 2000)



Primary: Increases the number of times X-Factor can be used. [Lv. 2]
Secondary: Increases the number of times X-Factor can be used. [Lv. 1]

□ HIDEO SHIMAZU (Rival Schools, 1998)



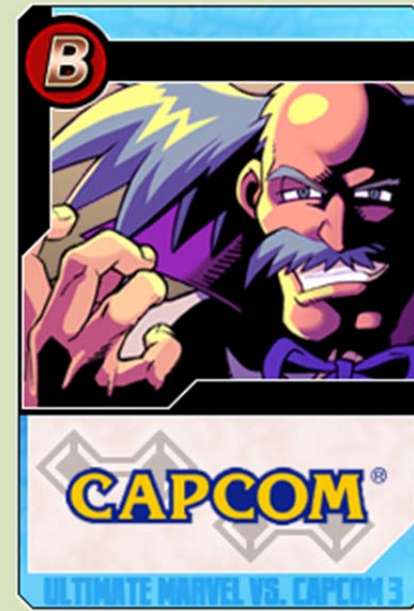
Primary: Temporarily increases attack power upon successfully performing an Advancing Guard. [Lv. 2]
Secondary: Temporarily increases attack power upon successfully performing an Advancing Guard. [Lv. 1]

□ AKIRA (Rival Schools, 1998)



Primary: Upon performing a taunt: Temporarily increases attack power. [Lv. 2] + Temporarily gain the ability to cancel one special move into another at the cost of HC Gauge.
Secondary: Increases attack power during X-Factor. [Lv. 2] HC Gauge. [Lv. 1]

□ DR WILY (Mega Man, 1987)



Primary: Attack power increases proportionally to the amount of HC Gauge stored. [Lv. 3]
Secondary: Attack power increases proportionally to the amount of HC Gauge stored. [Lv. 1]

□ LEON S KENNEDY (Resident Evil 2, 1998)



Primary: Gain a temporary increase in attack power upon performing a Snap Back. [Lv. 3]
Secondary: Gain a temporary increase in attack power upon performing a Snap Back. [Lv. 2]

□ FRANZISKA VONKARMA (Justice f All, 2006)



Primary: Attack strength increases as vitality decreases [Lv 3] + Increases duration of X-Factor [Lv 1]
Secondary: Gain super armor when the timer reaches 30 [Lv 1] (uses HC gauge upon hit)

□ HUNK (Resident Evil 2, 1998)



Primary: Gain a fixed amount of HC Gauge upon performing a parry. [Lv. 1] + Gain the ability to parry. [Lv. 2]
Secondary: Upon landing a Crossover Counter: Apply stun value to your opponent. Gain a fixed amount of HC Gauge. [Lv. 1]

□ CLAIRE REDFIELD (Resident Evil 2, 1998)



Primary: Regain part of your vitality at the cost of HC Gauge upon successfully performing an Advancing Guard. [Lv. 2]
Secondary: Regain part of your vitality at the cost of HC Gauge upon successfully performing an Advancing Guard. [Lv. 1] Take chip damage more easily. [Lv. 1]

□ KAIJIN NO SOKI (Onimusha, 2006)



Primary: While on the ground: Increases attack power. [Lv. 3] + Gain super armor. [Lv. 1] (uses HC Gauge upon hit)
Secondary: Increases attack power while on the ground. [Lv. 2]

□ LILITH (Darkstalkers 3, 1997)



Primary: Land a Hyper Combo to absorb your opponent's HC Gauge. [Lv. 3]
Secondary: Land a Hyper Combo to absorb your opponent's HC Gauge. [Lv. 1]

HEROES & HERALDS: CARD GUIDE

□ LIN (Breath of Fire: Dragon Quarter, 2003)



Primary: HC Gauge refills automatically. [Lv. 1] + Reduces the usage rate of HC Gauge. [Lv. 2]
Secondary: Reduces the usage rate of HC Gauge. [Lv. 1]

□ RATHIAN (Monster Hunter, 2004)



Primary: Upon landing a combo of 10 hits: Poisons your opponent. [Lv. 1] + Temporarily increases attack power. [Lv. 1]
Secondary: Poisons your opponent upon landing a combo of 10 hits. [Lv. 1]

□ ANAKARIS (Darkstalkers, 1994)



Primary: Increases the duration of flight time. [Lv. 1] + Increases the number of jumps you can perform. [Lv. 2]
Secondary: Increases the duration of flight time. [Lv. 1] + Increases the number of jumps you can perform. [Lv. 1]

□ CHUCK GREENE (Dead Rising 2, 2010)



Primary: Gain a fixed amount of HC Gauge upon landing a combo of 30 hits. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge upon landing a combo of 30 hits. [Lv. 1]

□ KENJI (Red Earth, 1996)



Primary: Enables blocking during an air dash. Increases dash speed.
Secondary: Increases dash speed.

□ MILES EDGEWORTH (Ace Attorney, 2005)



Primary: Gain a fixed amount of HC gauge upon activation of X-Factor [Lv 3]
Secondary: Gain a fixed amount of HC gauge upon activation of X-Factor [Lv 2]

□ ROLL (Mega Man, 1987)



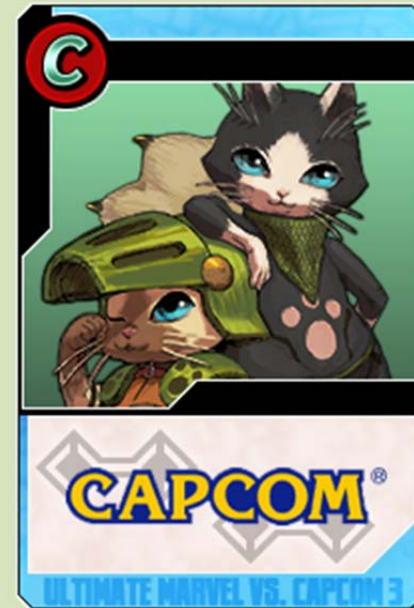
Primary: Crouch to automatically increase HC Gauge. [Lv. 2]
Secondary: Crouch to automatically increase HC Gauge. [Lv. 2]

□ BATSU ICHIMONJI (Rival Schools, 1998)



Primary: Get the maximum number of hits from a multi-hit Hyper Combo automatically. Increases Hyper Combo attack power. [Lv. 2]
Secondary: Upon successfully landing a Crossover Counter: Temporarily increases attack power. [Lv. 1] + Gain a fixed amount of HC Gauge. [Lv. 1]

□ FELYNES (Monster Hunter, 2004)



Primary: Increases the chance of obtaining rare cards for Capcom characters. [Lv. 2]
Secondary: Upon launching your opponent with the S attack: Absorb your opponent's vitality. [Lv. 1] + Absorb your opponent's HC Gauge. [Lv. 1]

□ KYOSUKE KAGAMI (Rival Schools, 1998)



Primary: Upon successfully landing a Crossover Counter: Apply stun value to your opponent. Gain a fixed amount of HC Gauge. [Lv. 1]
Secondary: Gain a fixed amount of HC Gauge upon successfully landing a Crossover Counter. [Lv. 1]

□ NINA (Breath of Fire, 1993)



Primary: Increases the duration of flight time. [Lv. 3] + Increases the number of special moves that can be performed in the air. [Lv. 3]
Secondary: Increases the duration of flight time. [Lv. 2] + Increases the number of special moves that can be performed in the air. [Lv. 1]

□ VILE (Mega Man X, 1994)



Primary: Increases Hyper Combo attack power. [Lv. 2]
Secondary: Dash cancel regular grounded moves at the cost of HC Gauge.

□ BISHAMON (Darkstalkers, 1994)



Primary: Land attacks to reduce your opponent's recoverable red health. [Lv. 2]
Secondary: Land attacks to reduce your opponent's recoverable red health. [Lv. 1]

□ GODOT (Trials and Tribulations, 2007)



Primary: Switch HC gauges with your opponent upon activation of X-Factor
Secondary: When you have only one character remaining and their vitality is 50% or less, HC gauge will refill automatically [Lv 1]

□ LADY (Devil May Cry 3, 2005)



Primary: The length of instant attacks will be increased [Lv 2] + Priority of shot attacks will be strengthened
Secondary: The length of instant attacks will be increased [Lv 1]

□ PRINCESS (Ghosts 'n Goblins, 1985)



Primary: When you only have one character left: Gain a fixed amount of HC Gauge. [Lv. 2] + Gain the ability to rapid cancel grounded normal moves at the cost of HC Gauge. (Unique Moves not included)
Secondary: Increases Hyper Combo attack power. [Lv. 2]

□ X (Mega Man X, 1994)



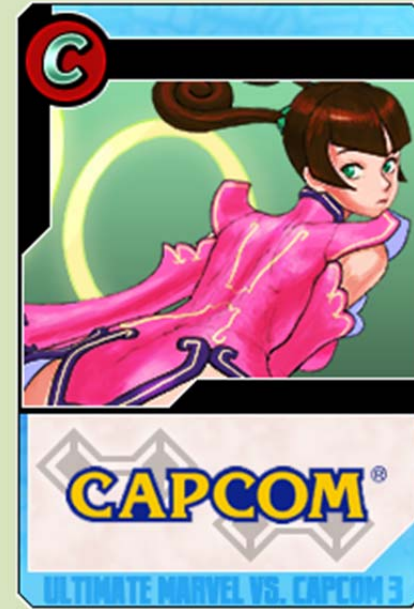
Primary: Upon KO'ing your opponent: Gain a fixed amount of HC Gauge. [Lv. 2] Increases attack power. [Lv. 2]
Secondary: Enable air dashing. Increase the number of jumps you can perform. [Lv. 1]

□ CAPTAIN BLUE (Viewtiful Joe, 2003)



Primary: Increases the amount of HC Gauge you have at the start of the match. [Lv. 3]
Secondary: Increases the amount of HC Gauge you have at the start of the match. [Lv. 2]

□ JUNE (Star Gladiator, 1996)



Primary: Gain a fixed amount of HC Gauge upon throwing your opponent. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge upon throwing your opponent. [Lv. 1]

□ LICKER (Resident Evil 2, 1998)



Primary: Increase the duration of X-Factor. [Lv. 1] X-Factor activates immediately after the battle begins.
Secondary: Increased speed from the start of the battle for 10 game seconds.

□ LORD RAPTOR (Darkstalkers, 1994)



Primary: Perform a taunt to temporarily increase attack power. [Lv. 2]
Secondary: Perform a taunt to temporarily increase attack power. [Lv. 1]

□ SERVBOT (Mega Man Legends, 1997)



Primary: Enables auto-blocking. Take chip damage more easily. [Lv. 2]
Secondary: Shorten the interval between calling out an assist.

□ BLODIA (Armored Warriors, 1994)



Primary: Gain super armor while performing a dash. [Lv. 1] (uses HC Gauge upon hit) Become invincible to projectile attacks while dashing.
Secondary: Gain super armor while performing a dash. [Lv. 1] (uses HC Gauge upon hit) Increases dash speed.

□ MISSILE (Ghost Trick, 2011)



Primary: HC Gauge will automatically refill from the start of the match for 20 game seconds. [Lv. 1]
Secondary: Increases the chance of obtaining rare cards for Capcom characters. [Lv. 1]

□ SISSEL (Ghost Trick, 2011)



Primary: Gain a fixed amount of HC Gauge when one of your characters is KO'ed. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge when one of your characters is KO'ed. [Lv. 1]

□ COMMANDO TEAM (Cap. Com., 1991)



Primary: Upon performing a Crossover Combination: Increased attack power. [Lv. 3] + Absorb your opponent's HC Gauge. [Lv. 3]
Secondary: Upon performing a Crossover Combination: Increased attack power. [Lv. 1] + Absorb your opponent's HC Gauge. [Lv. 1]

□ RYU (Breath of Fire, 1993)



Primary: Sends the opponent flying upon activation of X-Factor. + Increases the duration of power-up Hyper Combos. [Lv. 1]
Secondary: Increases attack power during X-Factor. [Lv. 2]

□ STEVEN CHAPMAN (Dead Rising, 2006)



Primary: Lose the ability to block. You will gain the ability of super armor. [Lv.1] (uses HC Gauge upon hit)
Secondary: When you only have one character remaining, you will gain the ability of super armor, however you will lose the ability to block. [Lv.1] (uses HC Gauge upon hit)

□ MEGA MAN (Mega Man, 1987)



Primary: Shorten the length of charge time for charge moves. + Obtain rare Capcom cards. [Lv. 3]
Secondary: Shorten the length of charge time for charge moves. Increases the speed of that an assist's vitality recovers. [Lv. 2]

□ SASQUATCH (Darkstalkers, 1994)



Primary: Throws and lock-on attacks do more damage. [Lv. 2] + Gain a fixed amount of HC Gauge upon hitting throws and lock-on attacks. [Lv. 1]
Secondary: Throws and lock-on attacks do more damage. [Lv. 1]

□ ASTAROTH (Ghosts 'n Goblins, 1985)

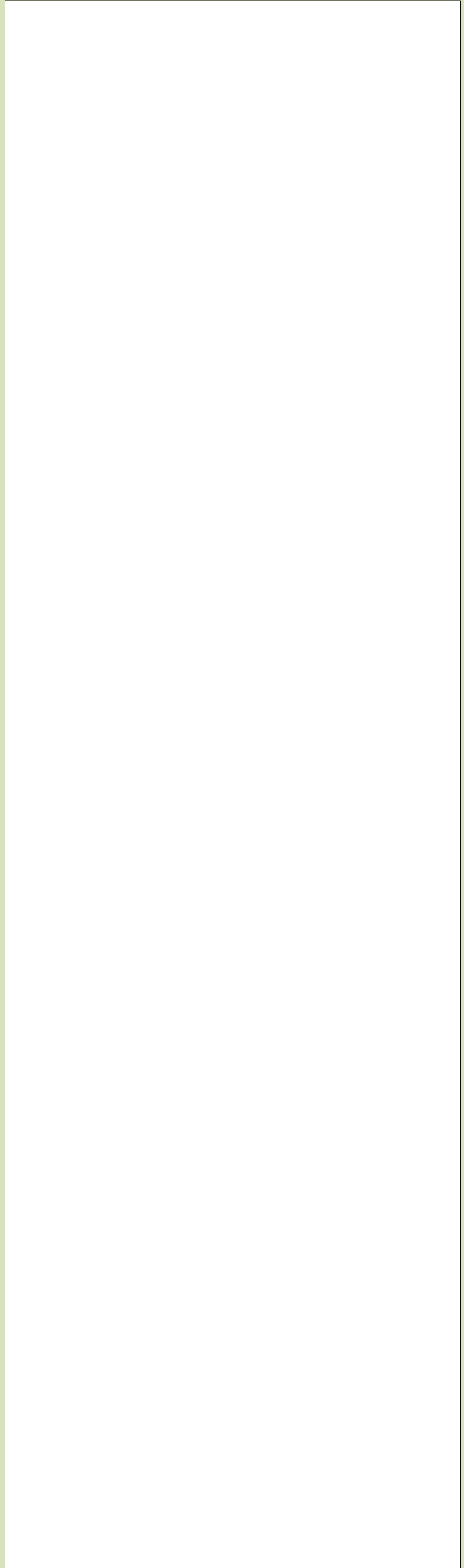


Primary: When your last character is defeated: Your character will return to full health at the cost of 3 HC Gauge bars (one time only). Increased attack power. [Lv. 2]
Secondary: When your last character is defeated: Your character will return to full health at the cost of 5 HC Gauge bars (one time only). Increased attack power. [Lv. 1]

□ MYRIA (Breath of Fire, 1993)



Primary: When you are losing: Automatically recover vitality. [Lv. 3] + Assist characters automatically recover vitality. [Lv. 1]
Secondary: When you are losing: Automatically recover vitality. [Lv. 2] + Assist characters automatically recover vitality. [Lv. 1]



HEROES & HERALDS: CARD GUIDE

□ BLADE (The Tomb of Dracula #10, 1973)



Primary: When your vitality is 60% or below, absorb your opponent's vitality upon attack. [Lv. 3]
Secondary: When your vitality is 40% or below, absorb your opponent's vitality upon attack. [Lv. 2]

□ KINGPIN (Amazing Spider-Man #50, 1967)



Primary: Increases HC attack power. [Lv. 3] + Gain a fixed amount of HC Gauge when one of your characters KO'ed. [Lv. 2]
Secondary: Increases HC attack power. [Lv. 2] + Gain a fixed amount of HC Gauge when one of your characters KO'ed. [Lv. 1]

□ SILVER SURFER (Fantastic Four #48, 1966)



Primary: HC Gauge recovers automatically. [Lv. 2] + Increases the speed of your assist's vitality recover. [Lv. 3]
Secondary: HC Gauge recovers automatically. [Lv. 1] + Increases the speed of your assist's vitality recover. [Lv. 2]

□ COLOSSUS (Giant-Size The X-Men #1, 1975)



Primary: Gain super armor. [Lv. 1] (uses HC Gauge upon hit)
Secondary: Gain super armor when you perform a taunt. [Lv. 1] (uses HC Gauge upon hit)

□ DOCTOR OCTOPUS (A. Spider-M #3, 1963)



Primary: Increases attack power. [Lv. 1] Cancel one special move into another at the cost of HC Gauge.
Secondary: Regain part of your vitality upon landing a combo of 20 hits. [Lv. 2]

□ DAKEN (Wolverine: Origins #5, 2006)



Primary: Increases the speed of your vitality recovery. [Lv. 2] + Decreases a fixed amount of your opponent's recoverable red health. [Lv. 2]
Secondary: Increases the speed of your vitality recovery. [Lv. 1] + Decreases a fixed amount of your opponent's recoverable red health. [Lv. 1]

□ MEPHISTO (Silver Surfer #3, 1968)



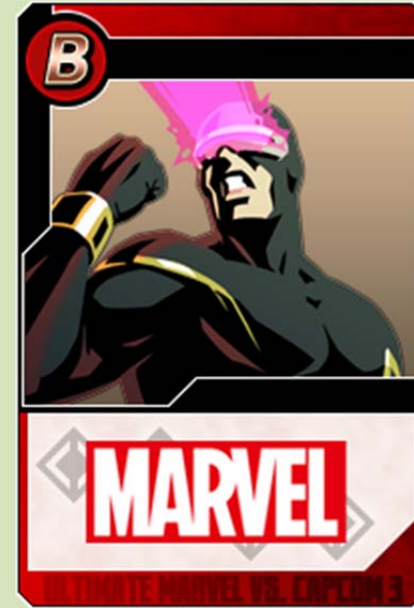
Primary: Increases the amount of HC Gauge you have at the start of the match. [Lv. 3] + HC Gauge refills automatically. [Lv. 2]
Secondary: The length of instant attacks will be increased. [Lv. 1] + Increases the amount of HC Gauge you have at the star. [Lv. 2]

□ ULTRON (Avengers #54, 1968)



Primary: Gain super armor while in the air. [Lv. 1] (uses HC Gauge upon hit) + Increases the duration of flight time. [Lv. 3]
Secondary: Increases speed while in the air. Increases the duration of flight time. [Lv. 2]

□ CYCLOPS (X-Men #1, 1963)



Primary: Increases attack power. [Lv. 2] + All attacks cause chip damage.
Secondary: All attacks cause chip damage.

□ ELEKTRA (Daredevil #168, 1981)



Primary: At the cost of HC Gauge: Gain the ability to dash cancel regular grounded moves. + Increases dash speed.
Secondary: HC Gauge refills automatically while in the air. [Lv. 1]

□ HULKBUSTER (Iron Man #304, 1994)



Primary: Increases vitality. [Lv. 2] + Calling assists will cost HC Gauge, however stun value will be applied to your opponent if the assist attack is successful.
Secondary: Calling assists will cost HC Gauge, however stun value will be applied to your opponent if the assist attack is successful.

□ MS. MARVEL (Marvel S. Heroes #13, 1968)



Primary: Reflect damage received from attacks. [Lv. 3]
Secondary: Reflect damage received from attacks. [Lv. 2]

□ ANTI-VENOM (W. of Spider-Man #18, 1986)



Primary: Increases attack power from the start of the match for every 10 game seconds. [Lv. 2]
Secondary: Increases attack power from the start of the match for every 10 game seconds. [Lv. 1]

□ DAREDEVIL (Daredevil #1, 1964)



Primary: You will be unable to see how much HC Gauge your opponent has. + HC Gauge refills automatically. [Lv. 2]
Secondary: You will be unable to see how much HC Gauge your opponent has. + Cancel one special move into another at the cost of HC Gauge.

□ ENCHANTRESS (J.I.M.. #103, 1964)



Primary: Absorb your opponent's vitality upon attack for any opponent character that is not female. [Lv. 2]
Secondary: Absorb your opponent's vitality upon attack for any opponent character that is not female. [Lv. 1]

□ HOWARD THE DUCK (A.I.F. #19, 1973)



Primary: When you get hit with a combo of 30 hits or more: HC Gauge refills. [Lv. 2] + X-Factor will activate.
Secondary: When you get hit with a combo of 30 hits or more: HC Gauge refills. [Lv. 1] + X-Factor will activate.

□ SABRETOOTH (Iron Fist #14, 1977)



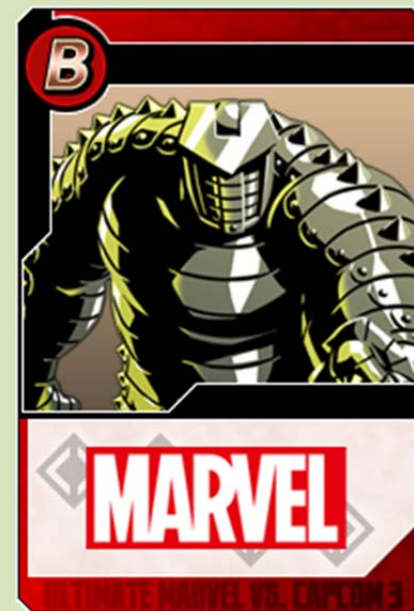
Primary: Vitality automatically recovers. [Lv. 2] + Increases movement speed.
Secondary: Gain the ability to rapid cancel grounded normal moves at the cost of HC Gauge. (Unique Moves not included)

□ BLACK WIDOW (T.O.S. #52, 1964)



Primary: At the cost of HC Gauge: Gain the ability to jump cancel. + Increase the number of jumps you can perform. [Lv. 1]
Secondary: All grounded moves will be jump cancelable at the cost of HC Gauge.

□ DESTROYER (J.I.M. #118, 1965)



Primary: Increases vitality. [Lv. 2] + Increased resistance to chip damage from attacks. [Lv. 2]
Secondary: Temporarily increase attack power upon performing a parry. [Lv. 1] + Enables parrying. [Lv. 1]

□ JUGGERNAUT (X-Men #12, 1965)



Primary: Increases HC attack power. [Lv. 2] + Gain super armor during a Hyper Combo. [Lv. 2] (uses HC Gauge upon hit)
Secondary: Assist attacks gain super armor. [Lv. 2] (uses HC Gauge upon hit)

HEROES & HERALDS: CARD GUIDE

□ LUKE CAGE (Hero for Hire #1, 1972)



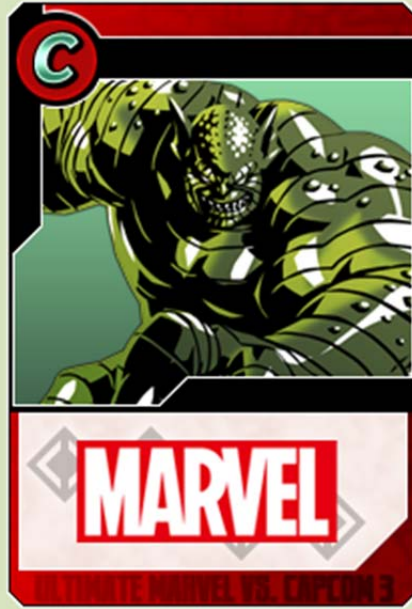
Primary: Increases vitality. [Lv. 2] + Enables auto-blocking when you have 2 bars or less of HC Gauge.
Secondary: Increases vitality. [Lv. 2]

□ ROGUE (Avengers Annual #10, 1981)



Primary: Land a Hyper Combo to absorb your opponent's vitality. [Lv. 3]
Secondary: Land a Hyper Combo to absorb your opponent's vitality. [Lv. 2]

□ ABOMINATION (T.T.A. #90, 1967)



Primary: Increases vitality. [Lv. 2]
Secondary: Increases vitality. [Lv. 1]

□ DAZZLER (The Uncanny X-Men #130, 1980)



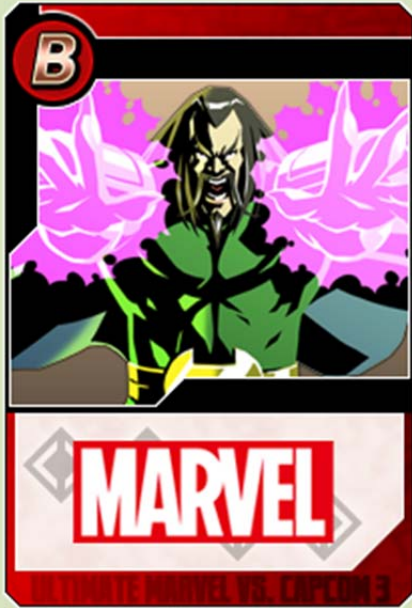
Primary: Perform a taunt to automatically recover vitality. [Lv. 3]
Secondary: Perform a taunt to automatically recover vitality. [Lv. 2]

□ LOKI (Venus #6, 1949)



Primary: When only one character is left and their vitality is 50% or below, their vitality will recover automatically. [Lv. 2]
Secondary: When only one character is left and their vitality is 20% or below, their vitality will recover automatically. [Lv. 1]

□ MANDARIN (Tales of Suspense #50, 1964)



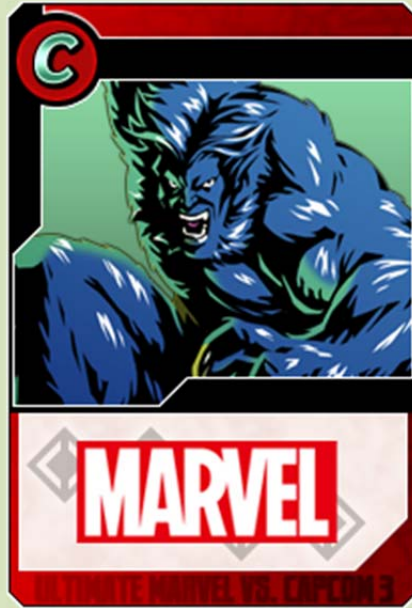
Primary: Increases the amount of HC Gauge stored at the start of the match. [Lv. 2] + Your opponent will be forced to activate X-Factor as well when you activate it.
Secondary: Increases the amount of HC Gauge stored at the start of the match. [Lv. 2]

□ RED HULK (Hulk #1, 2008)



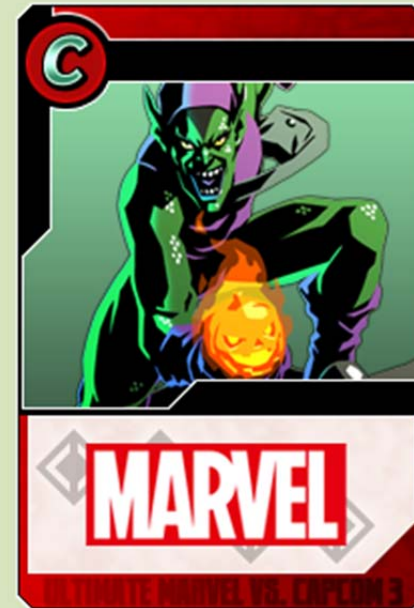
Primary: You will be unable to see your vitality and HC gauges. + Increases attack power. [Lv. 3]
Secondary: You will be unable to see your vitality and HC gauges. + Sends the opponent flying upon activation of X-Factor.

□ BEAST (X-Men #1, 1963)



Primary: Increases the duration of power-up Hyper Combos. [Lv. 2]
Secondary: Extends the time that X-Factor is active. [Lv. 1]

□ GREEN GOBLIN (A. Spider-Man #14, 1964)



Primary: Enables air dashing. + Increases attack power while in the air. [Lv. 1]
Secondary: Increases the number of jumps you can perform. [Lv. 1] + Increases attack power while in the air. [Lv. 1]

□ MAESTRO (Incredible Hulk: F.I. #1, 1992)



Primary: Decreases vitality. [Lv. 3] + Increases attack power. [Lv. 3]
Secondary: Decreases vitality. [Lv. 2] + Increases attack power. [Lv. 1]

□ MYSTIQUE (Ms. Marvel #16, 1978)



Primary: When your opponent has a card of equal strength as their main card, you will copy their entire deck.
Secondary: Increases the duration of power-up Hyper Combos. [Lv. 1]

□ RED SKULL (Captain America #1, 1964)



Primary: Poisons your opponent upon landing a regular throw. [Lv. 2]
Secondary: Poisons your opponent upon landing a regular throw. [Lv. 1]

□ BLACK PANTHER (Fantastic Four #52, 1966)



Primary: Increases movement speed. Increases the number of jumps you can perform. [Lv. 1]
Secondary: Increases movement speed.

□ ICEMAN (X-Men #1, 1963)



Primary: Become temporarily invincible to shot attacks upon successfully performing an Advancing Guard.
Secondary: Increased resistance to chip damage from attacks. [Lv. 2]

□ MULTIPLE MAN (G.S. F.F. #4, 1975)



Primary: Fight using only your first character. Attack power Lv. random.
Secondary: Fight using only your first character. Increase number of HC Gauge stored at the start of the match, Lv. random.

□ NICK FURY (Sgt. Fury #1, 1963)



Primary: When only one character is left and their vitality is 5% or below, they will regain part of their vitality. [Lv. 2]
Secondary: Increases the chance of obtaining rare cards for Marvel characters. [Lv. 1]

□ SILVER SAMURAI (Daredevil #111, 1974)



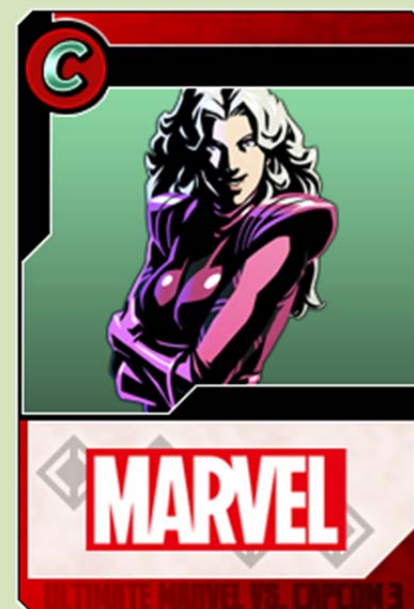
Primary: Decreases vitality. [Lv. 1] + Increases attack power. [Lv. 3]
Secondary: All characters will be able to perform a 6-chain combo.

□ BULLSEYE (Daredevil #131, 1976)



Primary: Increases attack power upon KO'ing your opponent. [Lv. 3]
Secondary: Increases attack power upon KO'ing your opponent. [Lv. 2]

□ CLEA (Strange Tales #126, 1964)



Primary: Gain a fixed amount of HC Gauge for every 20 seconds that pass on the game clock. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge for every 15 seconds that pass on the game clock. [Lv. 1]

□ NIGHTCRAWLER (G.S. X-Men #1, 1975)



Primary: Become invisible while dashing when 3 or more bars of HC Gauge are stored.
Secondary: Become invisible while dashing on the ground when 3 or more bars of HC Gauge are stored.

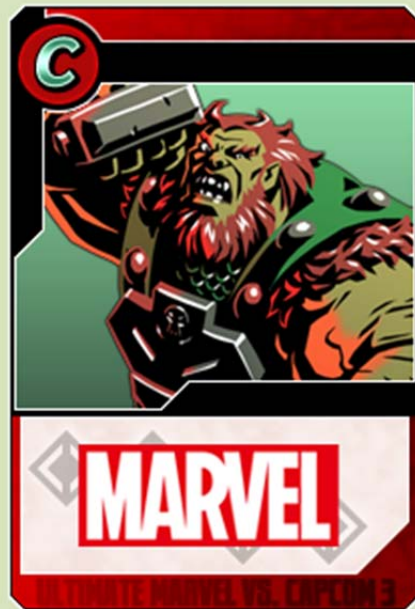
HEROES & HERALDS: CARD GUIDE

□ PROFESSOR X (X-Men #1, 1963)



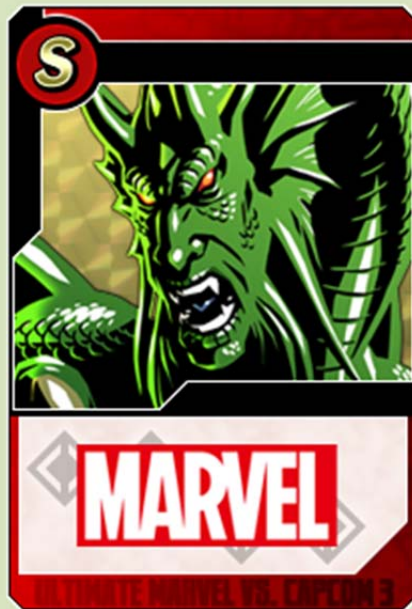
Primary: Increases the chance of obtaining rare cards for Marvel characters. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge for every 20 seconds that pass on the game clock. [Lv. 1] + Increases the chance of obtaining rare cards for Marvel characters. [Lv. 1]

□ ULIK (Thor #137, 1967)



Primary: Increases attack power. [Lv. 2]
Secondary: Increases attack power. [Lv. 1]

□ FIN FANG FOOM (Strange Tales #89, 1961)



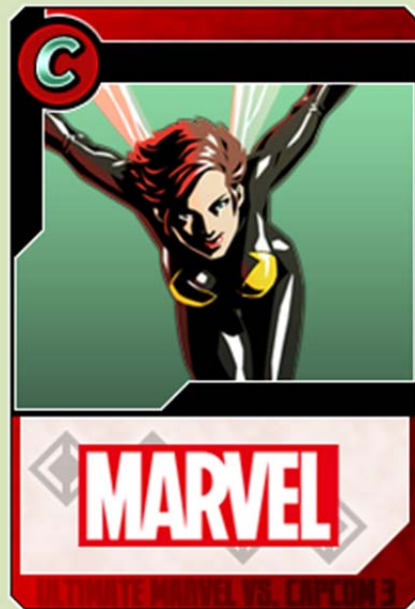
Primary: You can activate X-Factor an unlimited number of times at the cost of HC Gauge, however you will no longer be able to use Hyper Combos.
Secondary: Constant X-Factor, however you will no longer be able to use Hyper Combos. X-Factor will activate with 3 or more bars of HC Gauge stored, and deactivates with less than 3 bars.

□ PUNISHER (Amazing Spider-M. #129, 1974)



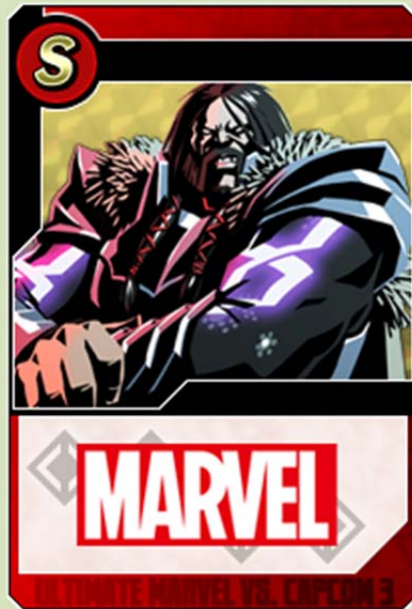
Primary: Increases attack power when one of your characters is KO'ed. [Lv. 3]
Secondary: Increases attack power when one of your characters is KO'ed. [Lv. 2]

□ WASP (Tales to Astonish #44, 1963)



Primary: Increases movement speed. Increases the duration of flight time. [Lv. 2]
Secondary: Increases the duration of flight time. [Lv. 2] + Increases the number of special moves that can be performed in the air. [Lv. 1]

□ SERPENT (Fear Itself #1, 2011)



Primary: If your opponent has an S-Class card in the same slot, you will trade decks with your opponent during the match. + Increases the chance of obtaining rare cards for Marvel characters. [Lv. 3]
Secondary: Gain the ability to cancel one special move into another at the cost of HC Gauge. + All characters will be able to perform a 6-chain combo.

□ SCARLET WITCH (X-Men #4, 1964)



Primary: Sends the opponent flying upon activation of X-Factor. + Increases the duration of X-Factor. [Lv. 1]
Secondary: When only one character is left and their vitality is below 20%, the activation time for X-Factor will increase. [Lv. 1]

□ WINTER SOLDIER (Capt. America #1, 1964)



Primary: Increases attack power. [Lv. 2] + Decreases the amount of HC Gauge you have at the start of the match. [Lv. 1]
Secondary: Increases attack power. [Lv. 1] + Decreases the amount of HC Gauge you have at the start of the match. [Lv. 1]

□ THANOS (Iron Man #55, 1973)



Primary: Gain the ability to parry. [Lv. MAX] + Gain a temporary increase in attack power upon performing a parry. [Lv. 2]
Secondary: Gain a fixed amount of HC Gauge upon successfully performing an Advancing Guard. [Lv. MAX]

□ SPIDER-HAM (Marvel Tails #1, 1983)



Primary: When you get hit with a combo of 30 hits or more: Regain part of your vitality. [Lv. 2] + Become temporarily invisible.
Secondary: When you get hit with a combo of 30 hits or more: Regain part of your vitality. [Lv. 1] + Become temporarily invisible.

□ FANTASTIC FOUR (Fantastic Four #1, 1961)



Primary: During a Crossover Combination: Increases attack power. [Lv. 3] + Absorb your opponent's vitality. [Lv. 3]
Secondary: Gain the ability to call assists even when you are taking damage at the cost of HC Gauge.

□ THE WATCHER (Fantastic Four #13, 1963)



Primary: For every 20 seconds that pass on the game clock: Regain part of your vitality. [Lv. 3] + Gain a fixed amount of HC Gauge. [Lv. 3]
Secondary: For every 30 seconds that pass on the game clock: Regain part of your vitality. [Lv. 2] Gain a fixed amount of HC Gauge. [Lv. 2]