



# DARK MAGICIAN GIRL

"Yugi Muto", Dark, *Mystical*



**Arcane Alliance** Give Dark Magician Girl a free action and choose a friendly character with the *Mystical* keyword within 8 squares. Choose up to 2 standard powers that character possesses. Dark Magician Girl can use the chosen powers until your next turn.



Sidestep



Penetrating/Psychic Blast



Pulse Wave



Invulnerability



Invincible



Energy Shield/Deflection



Probability Control

POINT VALUE: 140/9







Outwit



Perplex



**Trap/Spell** When this character is KO'd or when building your force by paying the purple point cost, add this dial face down to your Trap/Spell pool. Give a friendly Yu-Gi-Oh! character a power action to set this dial from your pool by choosing  or  and placing it face down on their card. The set character may use the effects of that Trap/Spell.



**Mystical Space Typhoon** Give the set character a power action and choose an adjacent opposing character. Remove any tokens or set traps/spells from that character's card, that character drops any held objects or assigned Relics, and that character ignores any Resource assigned to it. When that character hits an opposing character with a close combat attack, remove the spell.



**Mirror Wall** When the set character takes damage from an opponent's attack and isn't KO'd, after actions resolve you may activate this trap. Choose an opposing character that dealt damage to this character this turn. The set character's combat values are replaced with all of the chosen character's combat values and may use any standard power the chosen character can use. When the set character is healed or takes damage, remove the trap.