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I'm Telling! -- The next time you are hit, you tattle on your attacker. You must shout, "I'm telling!" and pointing your finger accusingly at your attacker. The attacker loses his next panel of actions, after which he may respond with a phrase such as, "N'uh uh!" or "I don't care!" and continue acting normally. Telling does not take an action, so you may move and attack normally after telling.

You MUST use this the next time you are hit, you cannot save it.

Did Not! -- You automatically dodge the next attack that hits you. In order to receive this bonus, you must shout, "Didn't hit me!" or some similar phrase. Your opponent may respond with a phrase such as, "Did too!"

You MUST use this the next time you are hit, you cannot save it.

Megalaman's Diabetic Shockers -- Chomp down on a shocker! On the next page, you gain an extra panel of actions at your Priority.

You MUST use this bonus immediately. You cannot save it.

Do Over! -- Re-roll your next failed check (regardless of type).

You must re-roll your NEXT failure, you cannot choose.

It's the shoes -- For your next panel, your speed increases by 2 sq.

You MUST use this bonus immediately, you cannot save it.

Cut in Line -- Increase your Priority by 2 for the remainder of this combat.

You MUST use this bonus immediately, you cannot save it.

Taunt -- On your next panel, choose an opponent and taunt her. you must create an original taunt and shout it at your opponent. The target has a -2 to all checks against you for the remainder of the combat. Taunting does not take an action, you can still attack, move, and activate powers normally.

You MUST use this bonus on your next panel, you cannot save it.

Punch back! -- The next time you are hit, you get an immediate free attack against your attacker.

You MUST use this bonus the next time you are hit, you cannot save it.