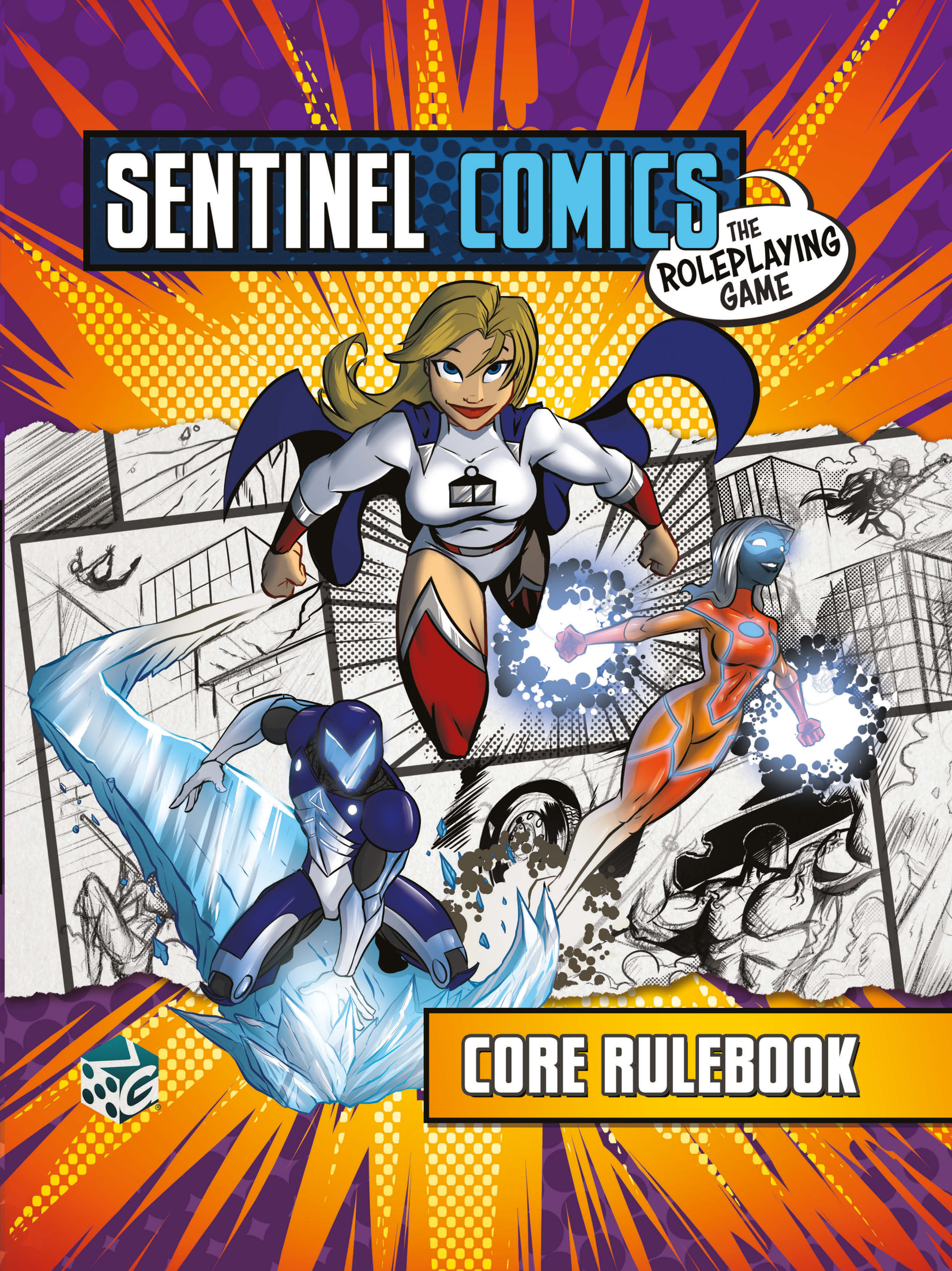
SENTINEL COMICS

THE ROLEPLAYING GAME



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DARKWATCH
BADELL REBOTTARO BENDER


SENTINEL
COMICS
THE
ROLEPLAYING
GAME

SENTINEL COMICS THE ROLEPLAYING GAME

Credits

Sentinel Comics: The Roleplaying Game
System Designers and Developers: Christopher Badell, Cam Banks, Dave Chalker, Philippe-Antoine Ménard
Creators of the *Sentinel Comics* Universe: Christopher Badell, Adam Rebottaro
Lead Rules Designer: Dave Chalker
Writers: Christopher Badell, Christopher Burton, Dave Chalker, Philippe-Antoine Ménard, Clark Valentine
Copy Editors and Proofreaders: Christopher Badell, Paul Bender, Christopher Burton, Jennifer Closson, Alex Schmidt, Amanda Valentine
IP Management: Christopher Badell, Adam Rebottaro
Creative Direction: Jennifer Closson
Graphic Designers: Jennifer Closson, SaRae Henderson, Sarah Kelly
Prepress Specialist: Darrell Louder

Art Credits

Lead Artist: Adam Rebottaro
Issue Artists: Grace Gonzaga, Kevin Shah (Colorreaper)
Interior Illustrators: Valerio Buonfantino, Storn Cook, Jacqui Davis, Dylan Ekren, Giulio Fanfoni, Grace Gonzaga, Kendall Hale, Will Jones, Angela Lichtenberg (Kassarie), Jorge Ramos, Joël Séguin, Kevin Shah (Colorreaper), Gene Shaw, Paolo Siega, Joseph Wei Wang, Damon Westenhofer, Ben Wilsonham

Greater Than Games

CEO: Paul Bender
Editor-In-Chief: Christopher Badell
Lord of Illustration: Adam Rebottaro
COO, Creative Director: Jennifer Closson
Sales and Marketing Director: Maggie Clayton

Critical-Hits Studios

President: Dave Chalker
Consulting Designer: Cam Banks
Consulting Designer: Philippe-Antoine Ménard

Sentinel Comics: The Roleplaying Game
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X-Card

Created By: John Stavropoulos
We recommend using the X-Card system as a simple tool to allow players to opt out of content they may find uncomfortable during a scene or issue. Find out more information on his website at http://tinyurl.com/x-card-rpg

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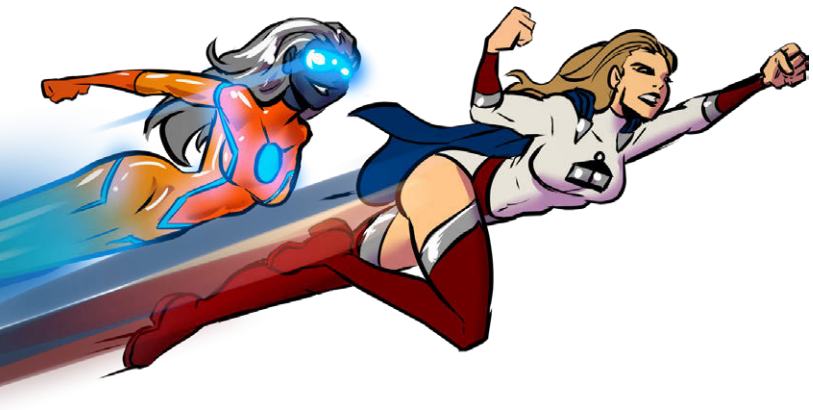


THOKK!



INTRODUCTION

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Greetings!

Welcome to the world of ***Sentinel Comics***! Dastardly villains command multitudes of minions and use doomsday devices to threaten vibrant cities and exciting environments… but powerful heroes join forces to stand in the face of evil and say, "Not today!" In ***Sentinel Comics: The Roleplaying Game***, you and your friends take the roles of those heroes.

Sentinel Comics

Sentinel Comics is the universe of comic book heroes, villains, and stories originally created by Christopher Badell and Adam Rebottaro in 2010 and introduced to the world in the card game ***Sentinels of the Multiverse*** in 2011. Since then, ***Sentinel Comics*** has accumulated thousands of fans around the world and been a part of multiple board and card games, video games, and now this tabletop roleplaying game.

If you aren't familiar with the particulars of the setting of ***Sentinel Comics***, fear not! You don't need to know who the heroes and villains of the history of this multiverse are to enjoy this game. The system can work for any comic book style action adventures, whether or not those adventures are set in the world of ***Sentinel Comics***.



Sentinel Comics is the name of a comic book publisher that never existed in this world. They started publishing comics in the 1940s, and told stories throughout the decades that thrilled and inspired audiences of all ages, leading up to a recent multiverse-shattering event called OblivAeon. This RPG picks up in the aftermath of that event. You can learn more about ***Sentinel Comics*** through the fan-maintained wiki at *www.SentinelsWiki.com* and from the podcast called ***The Letters Page*** that Christopher and Adam record and release weekly, which can be found at *www.GreaterThanGames.com/LettersPage*.

The SCRPG Starter Kit

A great way to learn more about both the world of ***Sentinel Comics*** and the rules and system of this game is the ***Sentinel Comics: The Roleplaying Game*** Starter Kit. The starter kit comes with a gameplay guide, a reference screen, six playable heroes, and six adventures to play through that incrementally teach how the game works to both the hero players and the game moderator. It's available in both physical and digital form, and can be purchased online from *www.GreaterThanGames.com*, or at your friendly local gaming store.

Roleplaying Game

In roleplaying games, all the players except one take on roles as protagonists, playing characters who work together one way or another. The one player not controlling a protagonist directs the story, controls the antagonists and other characters not controlled by the players, and moderates the mechanical interactions of the game system. ***Sentinel Comics: The Roleplaying Game*** fits into this structure as well, with each of the players (except one) controlling heroes, and one player taking the role of Game Moderator, or GM. Let's talk about being a hero.

Playing a Hero

In ***Sentinel Comics: The Roleplaying Game*** you take on the role of a hero from the pages of ***Sentinel Comics***. You speak, make decisions, and take actions for your hero. You decide how they respond to the actions of their friends and enemies, and what risks they take to do what's right.

So, as you play your hero, you're wearing several hats — you're a hero, but you're also a player, and you're one of several players at the table. All of these roles are important.

What Heroes Do

When you're a hero, you protect the weak and the innocent. You foil the villain's plans. You support your teammates. You stand up for your principles. You defend those who can't defend themselves. You punch evil right in the face. You save the day when no one else can.

This is the core and the heart of the game: heroic characters doing heroic things, each in their own way, to defend the innocent and save the world. Heroes aren't always nice, but they're always good. They're not always unimpeachable paragons of virtue, but they fight for justice and for what's right. Heroes do have fears and doubts and second guess their choices.

Heroes do not always win. But, win or lose, they are always heroes.

Be A Hero

You're a hero. The heroes in the world of ***Sentinel Comics*** cannot abide villainy; they don't tolerate evil, and they must protect the freedom and outright existence of the people of Earth and beyond. But even so, every hero has their own reasons to work and struggle and fight.

Be A Teammate

Heroes in ***Sentinel Comics*** rarely act alone; usually there's a team of heroes working together to solve a problem. As a hero, you're there to bail your teammates out — they'd do the same for you.

Working as a team not only means having a plan that uses each teammate's unique talents to their fullest, but also talking through problems with your comrades. There are no points for individual glory, but that doesn't mean someone won't sometimes reach for it anyway. Resist this impulse and work together. Remember, you're a hero on a team, and you're fighting for what's right, not for personal power and glory.

What Players Do

You make decisions for your hero. You decide what they do and say and think and feel. You choose what powers and qualities they employ at any given moment. You describe the comic book panel where your hero performs an amazing feat. You gather up the dice and roll them when interesting uncertainty arises. And then, you apply the results to see what happens next. You control your hero.

Play To Your Personality

Every hero has a personality — Lone Wolf, Stalwart, Fast Talking, etc. These descriptors are more than just a way to generate numbers and powers during character creation: they reveal a fundamental aspect of your character. A Lone Wolf is not going to solve problems in the same way as a Natural Leader. And that's a good thing — it's the diversity of problem solving techniques that give the team strength in a wide variety of circumstances.

Play To Your Principles

One of the sections on your hero sheet lists your principles, which represent your core beliefs and fundamental personality traits. These are powerful guides to your hero's motivation. If you ever doubt what would drive your character, or see two or more equally plausible ways forward, consult your principles and play to those. You can't go wrong. Even if it leads to less-than-optimal decisions, it also leads to interesting choices and great characterization.

Break The Rules

Remember what we said about heroes always being heroes and being a good teammate? Sometimes your personality and principles won't line up with that advice, which is why sometimes you should break those rules. Twist the plot in a direction you think would be interesting. Be bold! Instigate some drama, if it's your character's personality. Read that weird book on the pedestal. Push the jolly, red, candy-like button, see what it does.

Those hooks the GM is throwing in front of you? You're meant to bite on them. Chow down.

Maximize Everyone's Fun

But before you break the rules, step back for a second and think about your role as a player. You're at the table to have a good time — and so is everyone else. Will your action wreck somebody else's fun, or enhance it? If someone else is having trouble getting some time in the spotlight, maybe think about a way to throw some their way. Been awhile since the team's brawler got to throw down? Pick a fight with those goons and watch the brawler be awesome. Is a teammate looking for clues to find their missing mother? Run interference for them while they snoop around. You get the idea — being an active part of other characters being awesome is some of the most fun you can have in any roleplaying game.

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Being the GM

As the Game Moderator, A.K.A. the GM, you uphold the guiding principles upon which ***Sentinel Comics: The Roleplaying Game*** was built. Keeping these principles in mind while running the game plays to its strengths and brings out what it was designed to do: help you and your fellow players create exciting, dramatic, and memorable superheroic stories.

Your Game, Your World

There have been other games set in the world of ***Sentinel Comics***, and other ways to get to know the heroes, villains, and adventures set there. By default, the world of ***Sentinel Comics: The Roleplaying Game*** is set after the OblivAeon event of the ***Sentinels of the Multiverse*** card game. You don't need to know the details of that event, just that the world has survived its biggest upheaval yet and many things have changed.

Apply as much or as little of this lore as you like to your game. Everything that happens from this point, forward in time or back into the past, is for you and your group to decide. You are free to change the canon to fit the desires of your play group and the themes you've chosen. The world of ***Sentinel Comics*** is your playground now — make it what you want.

Silver Age Tone

By default, the feeling of ***Sentinel Comics*** lies close to that of Silver Age comics of the 50s and 60s. Silver Age comics are marked by things like:

- Larger than life villains executing harebrained but evil schemes while spouting dialogue that's dramatic and cheesy at the same time
- Heroes performing amazing physical feats while delivering perfect one-liners
- Madcap action with reactors going into meltdown because of dramatic timing rather than physics, rocket-powered dinosaurs flying out to attack heroes who are saving tourists from an imminent tidal wave, and where cargo ships carrying radioactive payloads are on a collision course

It comes down to the game's tone. ***Sentinel Comics: The Roleplaying Game*** can handle a wide variety of tones, but it works best when light-hearted. Things can still go wrong and have dire consequences; the world is steeped in the heroic tropes of action stories. But heroes' injuries heal quickly and without long-term consequences, villains are captured or flee when they are beaten, and heroes and villains are all over-the-top in the best comic book ways.

Think Like Comic Creators

A useful metaphor to explain the roles of players and the GM is that of a comic book design team. Together, all the people at the table are the writers, artists, and inkers working together to get the next issue out. In that metaphor, the GM is like an editor: part of the team and responsible for getting the issue out. The GM also pushes the team in the right direction, makes creative calls, and maintains the team's focus on the task.

Comic Book Action, Comic Book Drama

Silver Age supers comics are full of bonkers, over-the-top action. Heroes don't punch the villain; they throw haymakers with swooshing motion lines flowing behind their fist. Villains don't patiently plot behind the heroes' backs; they invent mind-bending machines or world-spanning schemes right out there in the open. Disagreements between the heroes crank up the drama or the humor — or both! — to the maximum.

Think like the creators of these comics stories. A turn in an action scene is a handful of dynamically illustrated comic book panels. A villain's monologue is delivered with a sneering laugh. Don't hold back, don't be subtle. Embrace your instincts for MORE and LOUDER and BIGGER.

Identify Your Game's Themes and Play to Them

Themes bind works of fiction together, and they play a significant role in ***Sentinel Comics: The Roleplaying Game***, creating a coherent, natural flow from one scene and issue to the next.

Regardless of whether playing a published issue or one of your own creation, discuss which deeper concepts each player wants to explore beyond "saving the world" and "beating up baddies." What sorts of stories does everyone want to tell? See what ideas interest the players and write them down. Aim for a list of two or three themes and keep this list handy as you prepare for each issue.

These themes help you come up with new challenges and pertinent twists. Some of the most memorable twists come from considering what brings a theme to the forefront of the action. Considering themes also makes it easier for players to make decisions that best fit the story!

Sharing the Creative Space

A spirit of cooperation at the table makes for the most enjoyable games of ***Sentinel Comics.*** While the GM is in charge of describing the world and the characters that populate it and the players are responsible for describing what their heroes do in it, this is an intentionally blurry distinction. Everyone should consult and collaborate with each other frequently for descriptions and scene framing. Work as a team to describe the action and drama as if they were panels in a comic book.

The same principle applies when the GM frames a scene. While they may have their own notes or use a published issue, they also ask their players questions about the surroundings and what bystanders or other environmental elements are milling around so that everyone shares a detailed image of the setting before diving into the action. ***Sentinel Comics: The Roleplaying Game*** GMs ask open-ended questions that require players to come up with details about their surroundings, thoughts, motivations, and plans, fostering a feeling of trust and cooperation so that everyone around the table is excited to contribute.

Some examples of questions and follow-ups GMs can ask include:

- Is there anyone your hero knows among the bystanders in this scene? What are they named? Why are they here? How do you know them?
- How does that twist make your hero feel? How differently does your hero act because of it?
- How OK is your hero with what your teammate just did? What do you wish to tell her right now? How do you plan to react to what happened?





Book Contents

This book has all the info you need to play ***Sentinel Comics: The Roleplaying Game***. You also need some dice, as described on page 17.

Each chapter of this book is dedicated to a specific part of how this game works.

- Chapter 1 is this chapter!
- Chapter 2 is all about how to play the game
- Chapter 3 is everything you need to create a hero
- Chapter 4 teaches how to GM the game
- Chapter 5 is where GMs make scene elements
- Chapter 6 is two ***Sentinel Comics*** adventures
- Chapter 7 is full of heroes, villains, environments, and more from the pages of ***Sentinel Comics***
- Chapter 8 is a combined index and glossary

Examples

The examples of play throughout this book use a game group with these players:

- Jennifer as Game Moderator
- Adam playing the hero Headlong
- Maggie playing the hero Rockstar
- Rae playing the hero Muse
- Christopher playing the hero Aeon Girl
- Paul playing the hero Muerto

These heroes are a team known as Daybreak. More information can be found on these heroes in Chapter 7, starting on page 324.

Where to Go Next

To learn how to play the game, just turn the page and start with Chapter 2. Even if you're interested in GMing the game, we recommend you read Chapter 2 before moving on to Chapter 4. If you want to get into building heroes right away, head to Chapter 3.

The world of ***Sentinel Comics*** awaits!

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In ***Sentinel Comics: The Roleplaying Game***, sometimes also called the ***Sentinel Comics RPG*** or ***SCRPG***, each player takes on the role of a hero. They make decisions for their hero, narrate their dialogue, and describe how their hero thinks and feels, as if that player were a writer in charge of that hero in a comic book. Let's explore how to do that.

Panels, Scenes, Issues, and Collections

Sentinel Comics is all about generating the action and drama you'd find in superhero comics, so we use the metaphor of a comic book quite a bit to frame parts of the game. It not only serves as a thematically appropriate organizational tool, but it helps keep everyone's eye on the ball — the participants of the game are working together to create a great comic book story.

For New Players:
Types of Characters & Players

Let's take a moment to define some important terminology so we're all on the same page.

In ***SCRPG***, all participants play out a super-heroic narrative in the world of ***Sentinel Comics***. Each player (except one, as discussed below) takes the role of a single character, making decisions for them, speaking for them, and declaring what they do. These characters are called **heroes**. The heroes are the focus of the action and drama happening in the game. All the other characters, whether villains, allies, or innocent bystanders, are called **Non Player Characters**, or **NPCs**.

One player takes the role of **Game Moderator**, or **GM**. Rather than focusing their attention on an individual hero, the GM frames the story, controls the actions of NPCs, and ensures that the game rules are applied in a fair and fun way. For more information about the role of the GM, see Chapter 4: Moderating the Game.



A single session of play takes about 2 to 4 hours and is called an **issue**, as in a single issue of a comic book. In a single issue, you should be able to resolve one scenario — find out who has occupied the Ruins of Atlantis and why, put an end to Biomancer's latest plot, track down and capture Ermine, etc — over the course of several scenes. In a longer play session, you might be able to tackle more than one issue. After each issue is completed, each of the hero players and the GM work together to decide on an issue title. The hero players all record the issue's title under Back Issues on their hero sheets.

Every issue is made up of a series of **scenes**. Scenes come in three different types: **action scenes** contain brawls, chases, and daring escapes; **social scenes** focus on dramatic and interesting interactions among characters, whether heroes or NPCs; **montage scenes** are the glue that holds the narrative together, representing travel, recovery, repair, investigation, etc.

Action scenes are broken down into **turns**. A hero's turn lasts about 1 to 3 panels of action in a comic book. We talk about what to do on your turn in an action scene starting on page 17.

In all kinds of scenes, all players help tell the story. Whether you're a hero player or the GM, you have an important role to play in steering the story that all players at the table are collaboratively telling. If you're the GM, you craft, depict, and direct the story. You're the primary point of contact between the world you're presenting and the hero players who are playing the game. If you're a hero player, you're not just along for the ride; your actions and choices shape the story. Play to your principles, chime in with twists appropriate to your hero's story, and be a hero in a team of heroes, working together to save the day. We'll talk more about principles, twists, and more over the course of this chapter.

Once you've played through a series of issues all related to one another, you combine them into a **collection**. Think of this as a collected trade you see at a comic book shop, with several issues of the same series bound into a book. During play, you can call back to collections that your character was involved in and use those to gain advantages. We talk about how to do that on page 32.



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An Illustrated Guide to Your Hero

The mechanics you need to run your hero are found on your **hero sheet**. Let's take a close look at Legacy's hero sheet.

This character was once called Young Legacy and is the daughter of the hero now called Heritage: the man known as Legacy before the OblivAeon event.



Page One

The first page of your hero sheet contains elements describing your character in broad strokes: basic info, motivations, and past adventures.

1. **Hero Picture:** Add artwork of your hero!
2. **Player:** That's you.
3. **Hero Name:** Your heroic moniker.
4. **Alias:** Every hero has a "mundane" name, your identity when you're not adventuring or fighting crime.
5. **Physical Attributes:** Describe the things people notice when they see you.
6. **Characteristics:** The four main building blocks that go into making your character. Background is where you come from. Power source explains how you have your ability to fight evil. Archetype is what kind of hero you are. Personality is exactly what it sounds like!
7. **Principles:** Every hero has two basic **principles** (page 14) that drive who they are. This area is where those principles are explained, including how to roleplay them, what occurs during a **minor twist**, and what happens during a **major twist** (page 30). You will also have an **ability** (page 15) related to each of those principles (pages 31-32).
8. **Hero Points This Issue:** **Hero points** are gained when you use abilities from your principles, and during some social scenes. Whenever you gain a hero point, mark one of these ovals. You may gain up to five hero points per session of play.
9. **Hero Point Rewards:** Hero points can be used between play sessions to create bonuses, which you record by filling in the ovals next to the size of the bonus you created.
10. **Back Issues:** When you finish an issue, you and the other players give that issue a name and number, which you record here.
11. **Collections:** Once you have six back issues (well, usually six; your GM will let you know), gather them all into a collection, name that collection, and erase all the issues from the Back Issues section. Collections are called on during play to maximize a die or to add to the story during a scene (page 32).

Hero Sheet: Page One



1

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Player 2

Hero Name 3 Legacy

Alias 4 Pauline "Felicia Fields" Parsons

Physical Attributes 5

Gender Female | *Age* Early-20s | *Height* 5'10"

Eyes Blue | *Hair* Blonde | *Skin* Fair

Build Athletic

Costume/Equipment Legacy wears the iconic Legacy costume, complete with Legacy insignia, blue cape, and tall red boots.

Characteristics 6

Background Dynasty | *Power Source* Genetic

Archetype Flyer | *Personality* Cheerful

Principle of the Hero

During Roleplaying

Because of your abilities, you have a calling to protect others.

7

Minor Twist

Your immediate need to help someone else causes you to drop the ball in your personal life. What was it?

Major Twist

You're given an ultimatum between your life as a hero and something else you value. What do you give up?

Principle of Justice

During Roleplaying

You are always aware of acts of injustice in your environment and those who have committed them.

Minor Twist

How are you taking extra time to show yourself as a shining example of justice?

Major Twist

How do you unnerve your allies in the single-minded pursuit of justice?

Hero Points 8

This Issue: ○ ○ ○

Hero Point Rewards 9

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

Back Issues

10

Collections

- Sentinels of Freedom, Vol. 1

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Page Two

The second page of your hero sheet contains the things you'll need when your hero is taking action.

1. **Hero Name/Alias/Player:** Your hero's name & alias, as well as your name.

2. **Powers and Qualities:** **Powers** (page 15) are special aspects that make you a hero. **Qualities** (page 15) are skills and traits that you use in combination with powers to accomplish heroic feats. Whenever you use a power or quality, roll the die associated with that power or quality.

3. **Status Dice:** Your status measures how you react to pressure. As you take damage, your personal status goes from Green to Yellow to Red to Out, as listed in Health Range.

4. **Health Range:** These ranges tell you which zone your status is in.

5. **Current Health:** Record your current Health here. Be prepared to erase!

6. **Abilities:** The tricks and gear that enhance your powers and qualities to perform amazing actions.

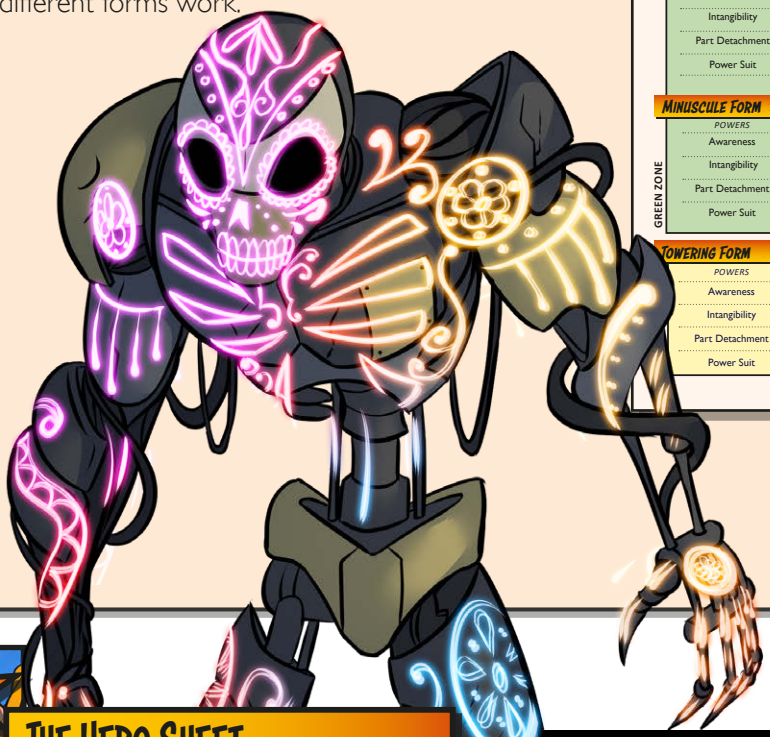
7. **Ability Types:** Each ability has a type.
   - A — **Action:** These abilities require an action to use or activate, meaning you may use just one on your turn.
   - R — **Reaction:** Reactions happen in response to a specific trigger.
   - I — **Inherent:** These abilities are "always on," meaning they're constantly active or happening.

There's More!

Auxiliary Sheets

Some heroes are a bit more complex than others from the standpoint of game mechanics. Often these are characters with numerous forms, each of which gives them substantially different abilities. Any additional rules or character details that these heroes require are listed on an **auxiliary sheet**.

Muerto is a good example of such a character. He has two forms: Ghost Form and Technology Possession. Accordingly, he has the standard two-sided (or two-page) sheet that most heroes have, as well as an auxiliary sheet that explains how his different forms work.



MUERTO — **AUXILIARY SHEET**

DIVIDED INFO

FORMS KEY

Ghost:
- Ghost Form

Electronics:
- Tough Form
- Miniscule Form
- Towering Form

Muerto has two different forms: one as a ghost, and one while haunting technology. He has a few forms he can assume depending on the technology that he is haunting. While in ghost form, he has access to any Powers and Qualities marked as Ghost. While in an electronics form, he has access to any Powers and Qualities marked as Electronic. He always has access to all his other Powers and Qualities.

To take control of an electronic form, Muerto can use his Haunt Electronics ability to enter one of the electronics forms below. To leave one of those forms and return to ghost form, he can use his Calavera Wisp ability. He can also Attack and change to any form at a cost, using his Poltergeist ability.

GHOST FORM

GREEN ZONE

POWERS	DIE TYPE
Awareness	10
Electricity	4
Intangibility	10
Remote Viewing	4

His electronics forms have different power dice than his ghost form. He always has access to the Miniscule form (such as a cell phone or a remote control) and the Tough form (his standard metal body, or any other similarly durable form). Being in the Miniscule or Tough form do not change any of his Powers or Qualities, and he is most frequently found in his Tough form, the metal body he is depicted as inhabiting.

While in the Yellow or Red zone, he also gains access to the Towering form (a single massive piece of technology or a giant pile of parts). While in this form, his Qualities stay the same, but his Powers are altered from his Green zone electronics forms, as listed below.

TOUGH FORM

POWERS	DIE TYPE
Awareness	10
Intangibility	10
Part Detachment	6
Power Suit	4

MODE DESCRIPTION: The primary form that Muerto inhabits. It's sturdy, reliable, and reminds him of his dream to be a hero. This form can also be used for a different, similarly sized form that isn't his standard body.

ICON	NAME	TYPE	GAME TEXT
	Sturdy Body	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.

MINUSCULE FORM

GREEN ZONE

POWERS	DIE TYPE
Awareness	10
Intangibility	10
Part Detachment	6
Power Suit	4

MODE DESCRIPTION: Something small, like a cell phone, remote control, doomsday device activator, etc.

ICON	NAME	TYPE	GAME TEXT
	Self-Diagnostic	A	Defend using Power Suit. Use your Max die. Remove all penalties on you.

TOWERING FORM

POWERS	DIE TYPE
Awareness	6
Intangibility	10
Part Detachment	12
Power Suit	10

MODE DESCRIPTION: Either a large device, like a vehicle or a colossal machine, or a pile of tech all inhabited at once.

ICON	NAME	TYPE	GAME TEXT
	Tech Whirlwind	A	Attack multiple targets using Part Detachment.

Hero Sheet: Page Two

Hero Name (1)	Alias	Player
Legacy	Pauline "Felicia Fields" Parsons	

Powers (2)		Qualities	Die Type
Atomic Glare	8	America's Favorite	8
Flight	10	Close Combat	10
Strength	8	History	10
Vitality	8	Insight	10
		Ranged Combat	8

Status Dice (3)

- Green: 10
- Yellow: 8
- Red: 8

Health Range (4)

- Green: 32-25
- Yellow: 24-12
- Red: 11-1
- Current (5)

Abilities (6)

Green Zone

Icon	Name	Type	Game Text
	Eyes in the Sky (7)		Boost using Insight. Apply that bonus to all hero Attack and Overcome actions until your next turn.
	Furthering your Father's Legacy	A	Boost yourself using Insight. That bonus is persistent and exclusive.
	Sideswipe	A	Hinder multiple targets using Flight. Apply your Min die to each of them.
	Principle of the Hero	A	Overcome in a situation in which innocent people are in immediate danger. Use your Max die. You and each of your allies gain a hero point.
	Principle of Justice	A	Overcome to stop an act of injustice in progress and use your Max die. You and each of your allies gain a hero point.

Yellow Zone

Icon	Name	Type	Game Text
	Danger Sense	R	When damaged by an environment target or a surprise Attack, Defend by rolling your single Flight die.
	Evasive Assault	A	Attack using Flight, then Defend against all attacks against you until your next turn equal to your Min die.
	Sweeping Gaze	A	Attack multiple targets using Atomic Glare, using your Min die against each.

Red Zone

Icon	Name	Type	Game Text
	Focused Blast	A	Boost yourself using Atomic Glare. Use your Max die. That bonus is persistent and exclusive. Attack using your Mid die plus that bonus.
	Head-On Collision	A	Attack using Flight. Use your Max die. Then, Hinder that target using your Mid+Min dice.

Out

Boost an ally by rolling your single Vitality die.

Health & Status: The GYRO System

Your character's physical health, composure, and fatigue is measured in **health**. The lower your health, the more injured, frightened, exhausted, or mentally stressed you are. You start each issue at your maximum health, and you lose health as enemies deal damage to you. When you run out of health, you're out of the scene.

Your **status** is determined by your remaining health — it starts in the Green, moves to Yellow when you lose a certain amount of health, goes to Red when you lose a certain amount more, and when you reach zero or lower health, you're Out. Green, Yellow, Red, Out: **GYRO**. Each of these colors, or **zones**, gives you a die to roll when it's time to roll dice (page 21) and unlocks special abilities that make you more powerful.

For instance, the hero Legacy begins play with 32 health — that is the maximum of her Green zone, which means she has a d10 status die when she needs to roll dice. When her health is reduced to 24, her status becomes Yellow, changing her status die to a d8. When her health is reduced to 11, her status is Red, which is also a d8 status die.

Does "Out" Mean "Dead"?

No. It doesn't even necessarily mean unconscious. It just means "no longer able to act significantly in the scene." Maybe your hero is knocked unconscious, maybe they're hopelessly restrained, maybe they were thrown into outer space. Or maybe your hero really is dead — *that's up to you, the hero's player.*

When your hero is knocked out of a scene, you have a lot of options for what happens afterward. With medical attention, a rescue effort, or some other appropriate action during a montage scene (pages 32-33), a hero who's knocked out can be revived and returned to action in the next scene.

On the other hand, maybe this is a good moment to end this hero's story. You can always create a new hero, whether making one up from scratch, converting an NPC the team has already met into a full-fledged hero, or bringing back an old ally that was lost in some manner.

Regardless of the particulars of what "out" means in any given circumstance, all heroes have an ability they can use when they're out, which represents the impact they still have in the scene.

Principles

One of the sections on your hero sheet lists your **principles**, which represent your core beliefs and fundamental personality traits. Principles establish important things that are true about your hero, which you can use as guideposts for roleplaying. When you perform an Overcome action (page 25) related to this principle, it generates **hero points** for the entire team that can be used between issues to generate bonuses for your later use. Additionally, they give prompts for **twists** that can be used when a twist is required.

What's a Twist?

A **twist** is a complication or unintended consequence that changes up the story in unexpected ways. Usually they happen when an Overcome action's success comes with some sort of cost, but they also happen in a few other circumstances. We talk about twists in much more detail on pages 29-30.

Legacy's principles are Principle of the Hero and Principle of Justice. Both deal with protecting the innocent, so she will generate plenty of hero points for the team when she performs Overcome actions with the aim of keeping people safe.



Powers

Powers are heroic talents, whether innate, coming from gear or gadgets, or some combination of the two. They're rated as die sizes — from 6 (above human average) to 12 (godlike) — which is the die added to the dice pool when you invoke this power. We talk a lot about what dice are used for and what die sizes mean on pages 24-25.

Legacy's powers include Flight 10 and Strength 8. If she makes an Attack while flying, she can use her Flight die, the 10 in her dice pool; if she's standing on the ground and just winds up and socks her target, her Strength die, the 8, is more appropriate.

Qualities

Qualities are learned traits — skills and talents acquired through training or education such as military training, one on one mentoring, or learning the hard way through trial-and-error. Like powers, each is rated with a die size that's added to the dice pool when you invoke the quality.

Legacy's qualities include History 10 and Ranged Combat 8. She could use that 10 as part of a Boost action, recounting an inspiring story about her grandfather fighting in WWII, that she can use later for an Attack using Ranged Combat.

Abilities

Abilities are tricks, tactics, or talents you possess that let you change how your dice results are applied. Abilities are unlocked and available for you to use based on your current status; when your status is Green, you can only use abilities in the Green zone. When it's Yellow, you can use Green and Yellow abilities. When your status is Red, you can use Red, Yellow, and Green abilities. When your status is Out, you have a single ability you may use.

Most abilities are associated with actions: Attack, Defend, Overcome, Hinder, Boost, Recover. The abilities specify which actions happen when using that ability. Many abilities will specify that you must use a specific power or quality in the dice pool; it's up to you what other dice to use in those situations.

One of Legacy's yellow abilities is called Evasive Assault. It allows Legacy to Attack (page 24) using her Flight die, then Defend (page 28) herself for a round with the Min die. This is a great choice when she wants to keep pressure on a particularly dangerous foe while still protecting herself.

Action Scenes

Action scenes represent intense sequences you'd find in a comic book. When there's a fight or a chase or any scene where heroes use their powers in perilous circumstances, it's probably an action scene. Similarly, when there's suspense and tension but not necessarily violence, it can also be an action scene. A brawl, a daring rescue, or dismantling a doomsday device can all be action scenes.

All action scenes are a series of turns, and usually include a scene tracker.

Turns: Action scenes are played in turns, each player describing what their character does, determining the outcome, then handing off to the next player. When every character that can act in the scene has acted, the **round** is over and a new round begins.

Scene Tracker: Action scenes have a scene tracker that measures the tension and danger in the scene. This is a set of spaces checked off as the scene progresses, raising the stakes and unlocking new threats and abilities. The scene tracker gets a turn of its own; if there is an environment present, the environment acts on this turn.

Examples of action scenes include:

- The heroes are meeting with the mayor of Megalopolis when robots kick in the door attempting to abduct her. Can the heroes fight off the robots and protect the mayor?
- The heroes are racing their hover-cycles through a canyon on Mars, trying to stay ahead of a marauding alien horde. Can they get back to the Wagner Base and get the defense systems online before the aliens can attack?
- The heroes are aboard a nuclear powered aircraft carrier docked in Mordengrad's harbor, which is encountering multiple system failures. Can the heroes patch together enough repairs to keep the reactor from blowing, scattering radioactive material across the country?
- The heroes are at a masked ball at an estate outside of Rook City. They know that one attendee is a spy for the villains, and they need to figure out who it is — using powers of conversation, deduction, and persuasion rather than punching — before time runs out.

The common threads among those scenes is that everyone takes their turn, in turn, and that the heroes need to wrap things up in a timely manner. It doesn't need to include violence.



Elements of an Action Scene

Let's examine the things you'll find in action scenes.

The Scene Tracker: More GYRO

Most action scenes include a **scene tracker**, made up of a set of spaces that get checked off as the scene progresses. The scene tracker gets a turn of its own, during which the environment (if present) takes its actions. If there is no environment, then the GM simply checks off the box and decides who goes next.



The spaces are color coded — the first are green, the middle range are yellow, the final ones are red, after which the scene is out. Hey, it's GYRO again! The status is the color of the leftmost *unchecked* space. The GYRO status indicated by the scene tracker is the second factor in determining the status of any character in the scene (the first being their own Health). **If the scene status and a character's personal GYRO status are different, use the one that's closer to Out.** For example, if the scene's status is Yellow but your hero is unhurt (hence Green), your status is Yellow.

When the scene tracker runs out of spaces something bad happens — the reactor explodes, the volcano erupts, the portal opens allowing the alien army to march through. This often leads immediately to a new scene, one with significantly more dire circumstances for the heroes. The GM describes the new situation and the heroes respond accordingly.

The Environment

The locations where these stories take place — Megalopolis, the Ruins of Atlantis, the Wagner II Mars Base, etc. — can be represented in an action scene as the environment. If present, it takes a turn just like heroes and NPCs, almost as if it's a character itself. Regardless of what else the environment does, the first thing that happens on its turn is that the GM checks off the next space on the scene tracker.

Each environment has special rules that govern what it does (after the scene tracker is checked); some may attack, some spawn enemies, some can hinder both heroes and NPCs alike. These are detailed fully in each environment's write-up.

Locations

Many scenes take place in locations that have a bit of complexity — not specifically in their mechanical representation but in their thematic layout. In such cases, keeping track of where the heroes are in a scene is important. For instance, the city of Megalopolis might be the environment for a scene, but whether a hero is at Legacy Park, or on the Monorail, or at City Hall is important for a wide variety of reasons.

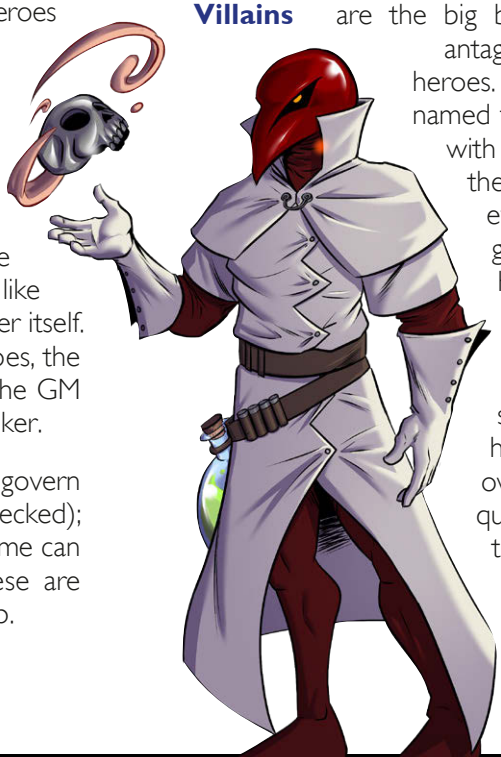
You can't rescue the mayor unless you're at City Hall, but if you're at City Hall you can't try to find the explosives planted in the Opera House, and you can't fight the malevolent spiderbots running around Legacy Park. You can usually spend your turn to change locations, but you can't do much once you get there — the GM might allow Boost, Hinder, or Defend actions if you can describe how you did it on the way — unless you can justify it narratively by explaining how you arrive quickly. Super speed, flight powers, detailed knowledge of secret paths or short cuts, and the like are good justifications for fast travel.

Heroes

That's you: one of the heroes from Chapter 7: The Archives, or a hero of your own invention using Chapter 3: Creating Heroes.

Villains, Lieutenants, and Minions

These are your three types of opposition. Each dastardly foe works slightly differently, and offers varying degrees of difficulty for you to face.



Villains are the big bad guys; primary antagonists of the heroes. They're the major, named foes that come up with plots to threaten the world, and taunt every effort by the goody-two-shoes heroes to try to stop them. Villains have entire character sheets, similar to heroes, with their own sets of powers, qualities, and abilities to keep you on your toes.

Lieutenants, represented by a single die, are less dangerous. Anything they want to do, they roll their single die to do it. If a hero attacks a lieutenant, the lieutenant rolls a save with their die — if their save matches or exceeds the damage dealt, their die stays as it is. If they don't match or exceed the damage dealt, their die degrades one step, from 12 to 10, from 10 to 8, etc. A 4 lieutenant that would degrade is knocked out. Additionally, if a lieutenant is ever dealt damage equal to or greater than double the size of their die, they are immediately knocked out without even rolling to save. In this way, lieutenants by their die size alone aren't particularly more dangerous than minions (discussed below), but they are far more hardy and tend to stick around for longer.



Minions are also represented by a single die, but they are much more delicate. When attacked, if they fail their save, they are immediately knocked out. If the save succeeds, the die degrades one step. However, once a minion is down to a 4, it can only be defeated by beating its save. If it saves against damage now, it survives at a 4, just like a lieutenant. Minions most commonly function in groups. When a group of minions are all taking the same action, the GM rolls their dice all at once, rather than rolling for each minion individually. For instance, if four minions are Attacking a hero, the GM rolls their four dice at the same time, applying each as an Attack against that hero.



Taking Action

As the scene begins, the GM presents the situation and decides who acts first. Each player, including the GM representing any NPCs in the scene, acts in turn adding panels to the comic book until the scene reaches its natural conclusion — everyone on one side or the other is knocked out or surrenders, the chase ends, the heroes have escaped the dangerous environment, etc.

When it's your turn, follow this procedure:

0. *(Optional)* **Give a heads up** to the next player
1. **Describe** what you want to do
2. **Decide** what action to take
3. **Choose** an ability or basic action
4. **Determine** your power, quality, status
5. **Roll** the dice and apply the results
6. **Hand Off** the action to the next character

For New Players:

Dice

If you're new to roleplaying games, you'll need to acquire some polyhedral hobby dice to play ***SCRPG***. You can pick these up in most game stores, comic shops, or online retailers. There are also dice roller apps for tablets or smartphones, or you could use a dice rolling website — any fair randomizer that can mimic a collection of polyhedral dice.

In ***SCRPG*** we use five different sizes of dice:

- Four-sided 4
- Six-sided 6
- Eight-sided 8
- Ten-sided 10
- Twelve-sided 12

Some 10 are marked with 0-9 rather than 1-10. If that's true of yours, interpret a "0" as a "10."

Each player should have two or three of each size; 6 and 8 are the most commonly used, so you might want three of each of them. The GM needs a larger set of their own, with plenty of 6s and 8s. Once you've played once or twice, everyone will get a feel for the right mix of dice for their role.

Dice



Dice Icons



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Appendices

STEP 0 Give a Heads Up to Who's Next

You decide who gets to take their turn after you! At the very beginning of your turn, it's a good idea to think for a second about who that's going to be and give them a gentle nudge or maybe just say "Hey, you wanna go next?" That way they start thinking about what they want to do while you take your turn. Don't worry, you're not locked in — you're allowed to change your mind right up until the last moment of your turn when you hand off the action.

STEP 1 Describe What You Want To Do

First, describe to the GM and other players what you want to do. It's OK for other players to toss out ideas or make suggestions, especially if someone has an idea for a cool combination of actions or a good idea for a plan. But it's *vital* that the final decision about what your character does is *yours* — don't let suggestions become one player controlling another's hero. The GM should step in if that happens.

An important part of the description should be your intended outcome. What's your goal? You don't just punch the villain — is your goal to hurt them? Distract them? Knock them away from that control panel? Stating your goal is important for the next step — deciding what action to take.

Need a Little Inspiration?

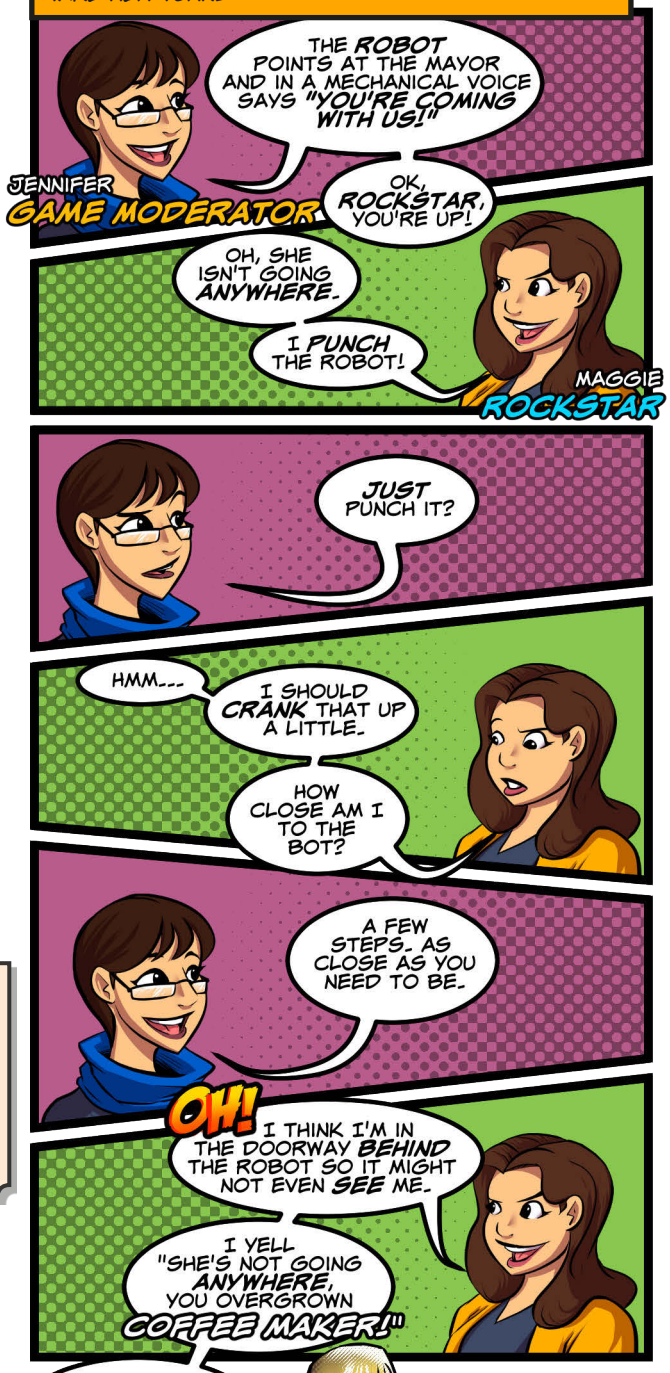
If you feel a little lost about coming up with a cool description, take a look at your hero sheet for your hero's powers, qualities and abilities. They should give you some ideas for a cool, flavorful description that matches your hero's style.

Comic Book Action

When you describe an action your character takes in an action scene, talk about it like it's a dynamic, vividly-illustrated comic book panel. A punch isn't just a punch; it's a devastating uppercut, your fist leaving a white trail behind it, your target lifted off the ground and flying backwards. You don't duck into the shadows, you *become* the shadows, with only your eyes visible and even then only if they already know you're there. This is a supers comic, not a physics documentary — interpret time and space as fluidly as your favorite comic books do.

Meanwhile...

THE HEROES ARE IN *CITY HALL* FOR A MEETING WITH THE MAYOR OF MEGALOPOLIS WHEN ROBOTS ATTACK! A SINISTER HUMANOID ROBOT HAS TRAPPED THE MAYOR IN HER OFFICE AND IS TRYING TO ABDUCT HER... BUT NEVER FEAR, *ROCKSTAR* IS ABOUT TO TAKE HER TURN!



STEP 2 Decide What Action to Take

There are five (well, six, but Recover is special) fundamental types of actions you can take. Your stated goal usually determines which one of these actions your character is attempting. This matters because the outcomes are handled differently based on what sort of action you take.

- **Attack:** Dealing damage
- **Overcome:** Getting past an obstacle
- **Boost:** Helping an ally
- **Hinder**: Making things tougher for an opponent
- **Defend**: Reducing harm from an Attack
- **Recover:** A special action, used by abilities or in Montage Scenes to get Health back

We talk about all these actions in a lot of detail later in the chapter (pages 24-29).

STEP 3 Choose an Ability or Basic Action

An ability is a special trick you know that lets you change how your dice results are applied. Every hero has a list of several abilities to choose from. Pick the ability you want to use based on these criteria:

- Make sure the ability you choose is available to you based on your GYRO status. Some abilities are only available if you're in the Yellow or Red zone. For the price of a minor twist, you can access an ability from the next more severe zone than the one you're currently in.
- Make sure the ability you choose works with your verbal description of your hero's action. (You can modify your description if you like.)
- Make sure the ability you choose is applicable to the action (Boost, Attack, etc.) you've decided to make.

Basic Actions

If none of your abilities seem appropriate to the situation, you can opt not to use one. In this case, you're using a basic action — a basic Attack, basic Overcome, etc. And that's OK! An ability won't always be the right choice every time. Is your hero throwing a good ol' fashioned right cross into Fright Train's metal-grate covered jaw? Well, if you don't have a punching-related ability, that's probably just a basic action.

Risky Actions

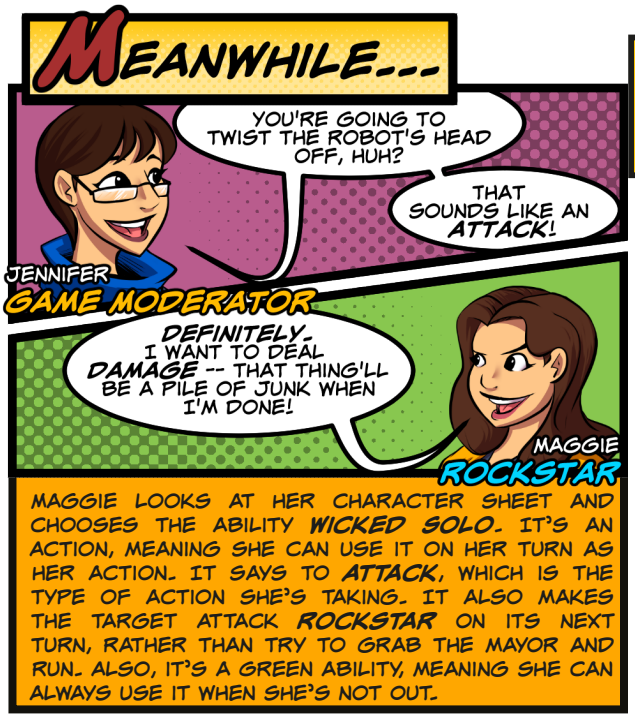
Want to add that extra… something to your action? Hit the villain with fire while setting the room on fire? Knock them over the railing while doing a bit of damage? Surely there's a way to stack some effects like this in a comic book game.

There is! You can always choose to add an extra effect to a basic action by taking a risky action. There will definitely be some fallout — hence the "risky" part — so choose an appropriate minor twist (pages 29-30) when you decide to take a risky action.

Some examples include:

- An Attack that normally hits only one target can hit an extra target with the same die.
- The Attack is more powerful and uses the Max die instead.
- The Attack has an extra effect with the Min die, like Hindering the target by destroying their weapon in the process.
- An Overcome action also deals damage to a target in the way using the Min die.
- A Hinder action also moves the target far enough away that they will have trouble making their way back.
- A Defend action also Boosts an ally using your Min die.

A risky action only works for a basic action and should be improvised in the moment as circumstances warrant it. If you're doing something you've practiced, it's an ability.



STEP 4 Determine Your Power, Quality, and Status

Now you assemble your dice pool. You described your action, with appropriate comic book flair, and that description should guide your choices here. Look at your hero sheet and choose the right power, the right quality, and the right status. Take the dice associated with each of these — it will always be exactly three dice — and you're ready to roll.

When you pick your power and quality, remember that the ability you chose might only work with a particular power or quality — make sure to use that power or quality here.

Powers

Powers are your talents, coming from gear or gadgets, or some combination of the two. Legacy's Flight, Wraith's Gadgets, and Absolute Zero's Absorption are all examples of powers. They're rated as die sizes: from 6 (above human average) to 12 (godlike).

Qualities

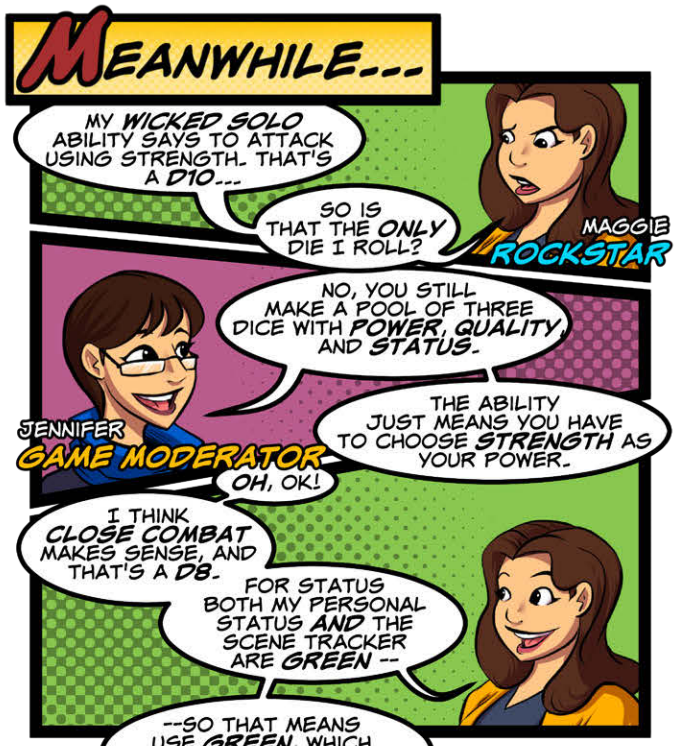
Qualities are skills, knowledges, and other traits that your hero has learned. Qualities can be self-taught, learned through rigorous one-on-one training, or even learned through organizational training or education (such as military training, etc.). Examples of qualities include Headlong's Acrobatics, Rockstar's Creativity, and Muse's Insight. Like powers, they're rated as die sizes: from 6 (solid competency) to 12 (world class).

Status

Status is your hero's reaction to trauma, defined by your and the scene's GYRO at the moment. You use the status die for the tracker that's farther along: the scene's or yours. For instance, if your Health is in the Green zone but the scene tracker is in Yellow, use your Yellow status die. As with qualities and powers, they're rated as die sizes: from 6 (wavering) to 12 (ready to give anything).

This is not in my Wheelhouse!

If you don't have a power or quality that applies, you can always use a default 4 to represent the untrained power or quality. Ask the GM first since they might have some ideas of how to do what you want using the powers and qualities you do have.





STEP 5 ROLL THE DICE, APPLY THE RESULTS

Once you have your pool, roll them bones! Make sure you always roll them out on the table where everyone can see them — GM too. No rolling behind a screen in this game.

MIN, MID, MAX AND THE EFFECT DIE

Your pool of three dice generates three numbers. Arrange them into numerical order. The smallest number rolled is the **Min** die. The middle number is the **Mid** die. The largest number is **Max** die. If two or all three dice are tied, you can put the tied dice in your preferred order.

Results



Mid die **Max** die **Min** die

In this case, the 10 is the Min die, the 6 is the Mid die, and the 8 is the Max die, due to the results.

Results



Min die **Max** or **Mid** die **Mid** or **Max** die

In this case, you could choose the Mid to be the 6 and the Max to be the 12, as they both rolled 6s.

Results

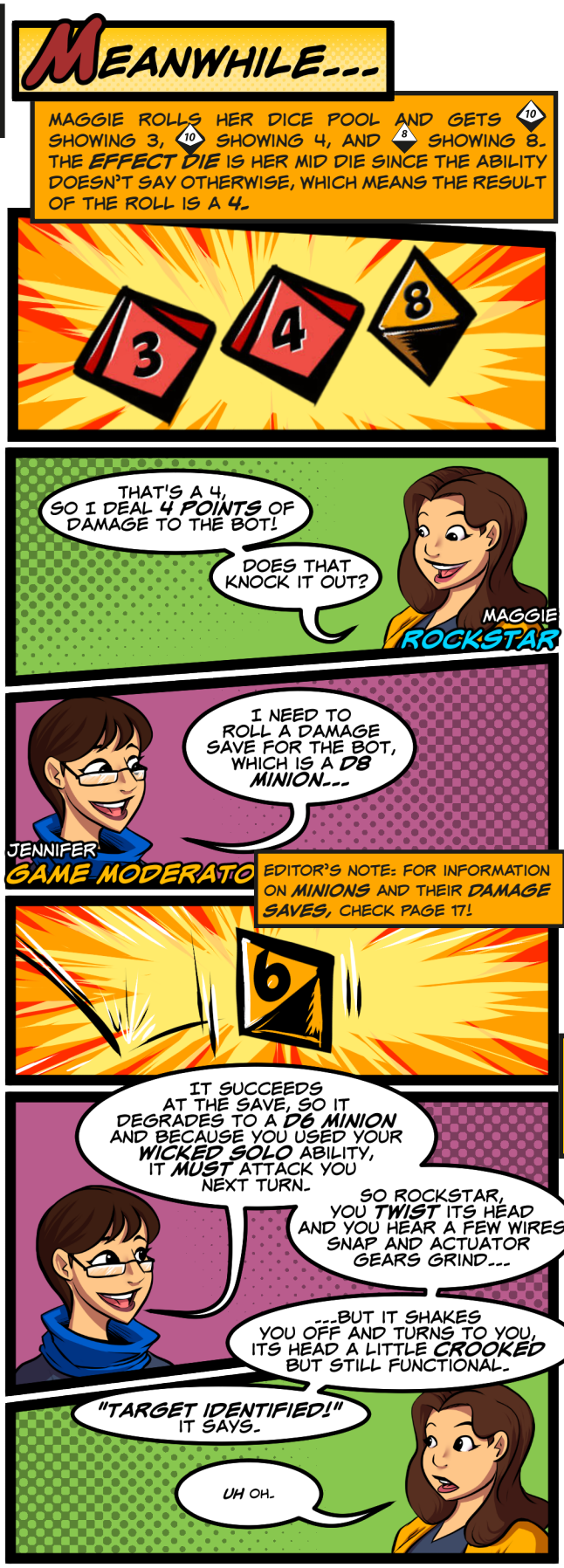


Min, **Mid**, and **Max** die are interchangeable

You can put these in any order as they're all 5s.

The **effect die** is the die that produces the result. This is the Mid die, unless you have an ability or there is an effect in play that says otherwise. For example, you might have an ability that says you Attack with your Fire power and use the Max die.

Important! Once the dice hit the table, the size of the die producing the result doesn't matter! All that matters, with respect to which dice is the Min, Mid, and Max, is the number showing on the die. A 12, the biggest die in the game, can produce the Min result if it rolls low.



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Altering the Results

You can improve basic actions — add a static bonus to the result, use a different die, add a new effect, etc. — in two main ways: abilities and **mods**.

- **Abilities:** Apply the effects of the ability you chose before you rolled. Some apply a static bonus to the result on the effect die, some let you use your Max die (or even Max+Min dice) as your effect die. Some let you get a secondary effect, such as a mod using the Min die in addition to your Attack.

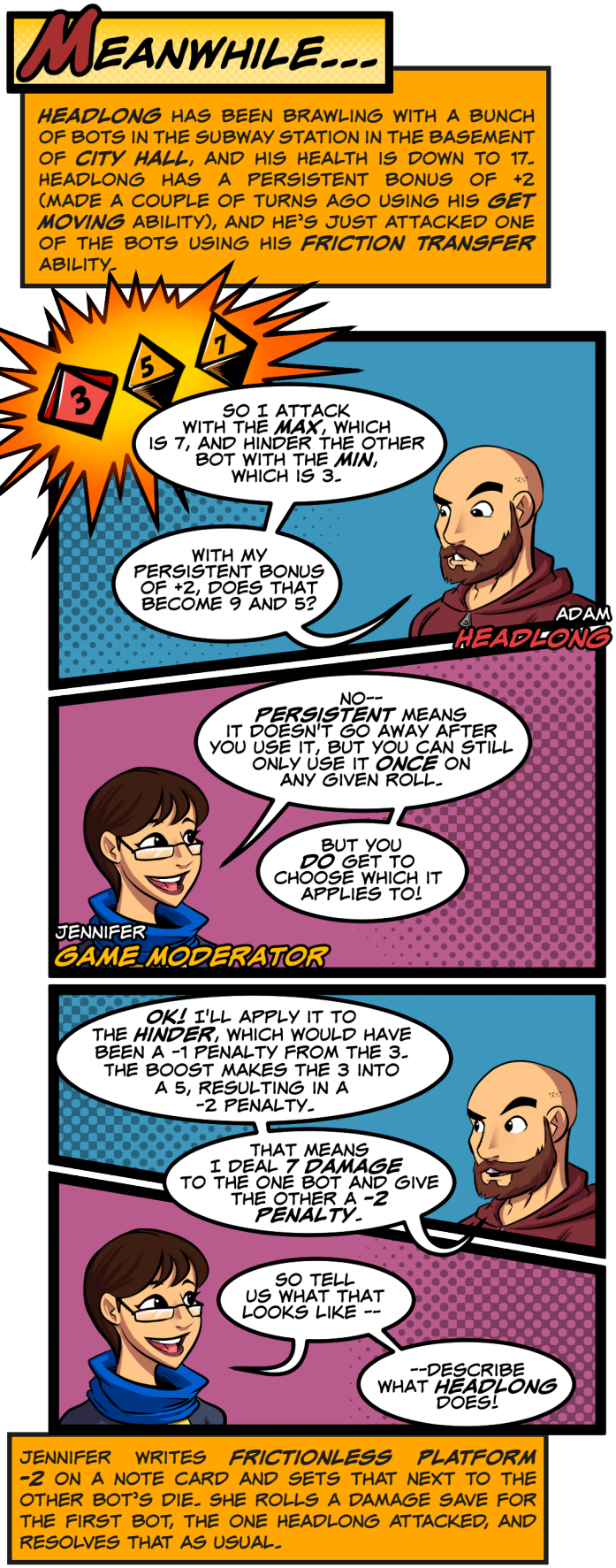
All of these effects refer to the Max, Mid, and Min results of the same roll. You don't roll separately for each effect, and remember that Max, Mid, and Min refer to the numbers showing on the dice and have nothing to do with the size of the die.

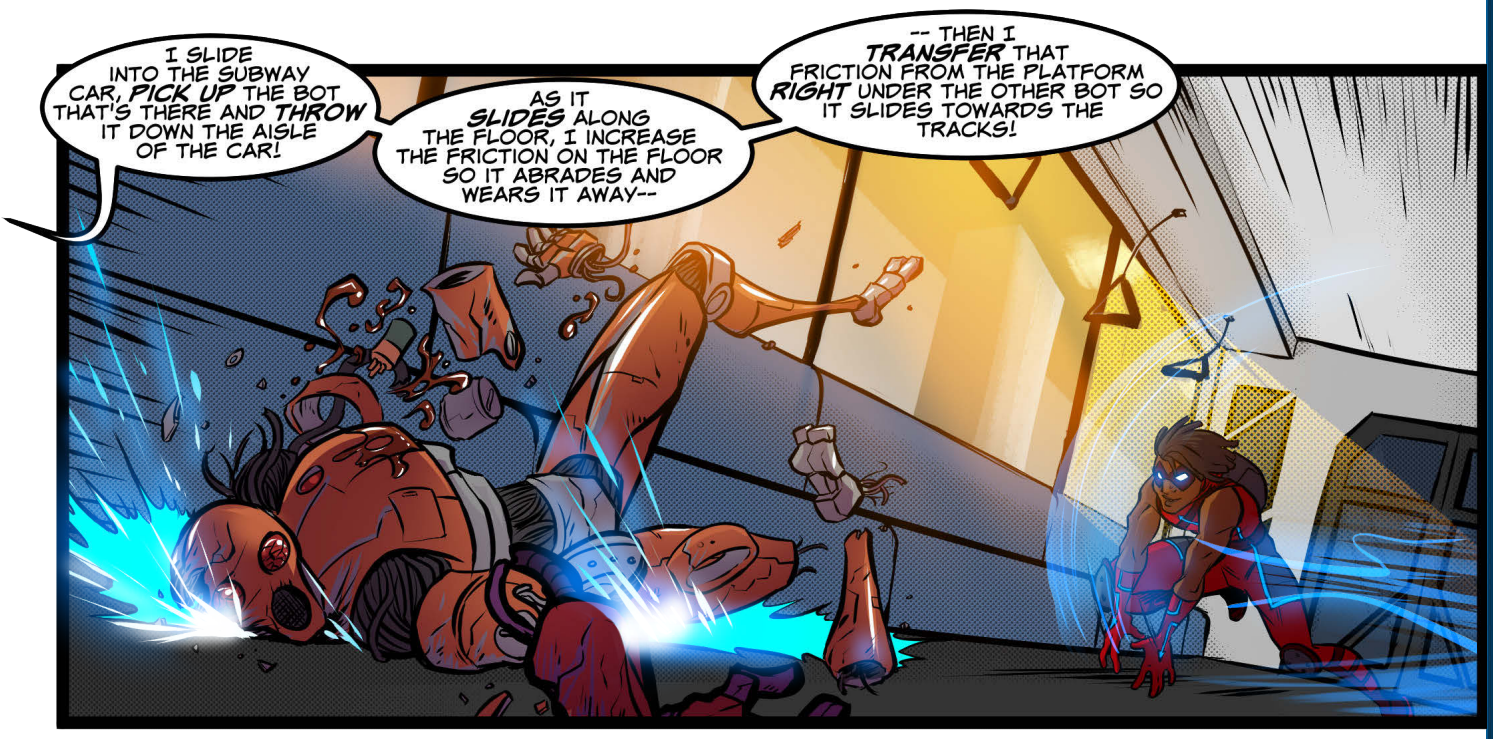
- **Mods:** Mods are bonuses and penalties that are generated using the Boost or Hinder action; we talk about mods in detail on pages 26-27. If there is a mod in play that applies to you, apply it to the result on the effect die. For instance, if you are trying an Overcome action with a penalty of -2, and your effect die shows a 5, the penalty reduces the actual result to a 3. You look that up on the chart (page 26) and see it produces a failure or success with a major twist.

A few important bits about applying mods:

- You must declare that you are using a mod *before* rolling your dice.
- Applying the mod doesn't change which values are Min, Mid, and Max; that determination is done *before* you apply the mod.
- Some mods are labeled *exclusive* (such as the bonuses generated by hero points); you can use no more than one exclusive bonus and one exclusive penalty on any single roll.
- A mod can only alter one effect die. Some abilities use more than one effect die (such as: Attack with the Mid die and Hinder with the Min die). A mod can only affect one of them. For bonuses, which effect die is up to the player applying the Mod. For penalties, the player who created that penalty decides which effect die it alters.
- If a single modded die affects multiple targets, the modified value of the die affects *all* of those targets, not just one of them.
- If you have a penalty, it applies to the next roll you make after the penalty is created.
- If you have a bonus, you may apply it on your next roll or defer it to a later roll if you can narratively justify doing so.

Sometimes it just doesn't make sense to defer a bonus, so you need to use it right away. If you have multiple effect dice in a roll, you decide which die the bonus applies to.





STEP 6 — HAND OFF ACTION TO THE NEXT CHARACTER

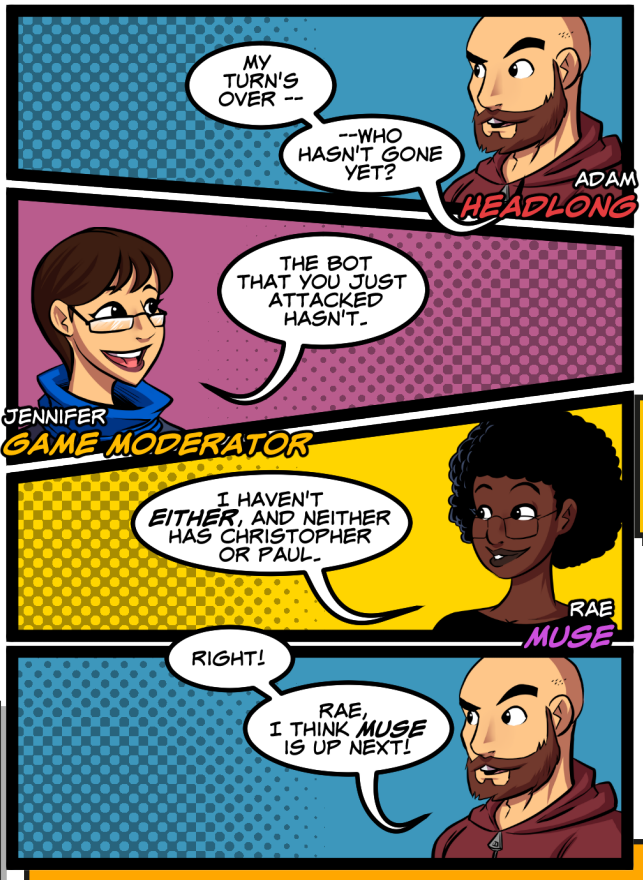
Once you've applied your results, your turn is done.

You decide who acts next — hopefully you gave them a heads up earlier, but regardless you can change your mind now. You may choose any hero, villain, or the environment who hasn't yet had a turn this **round** (a round is when every active hero, villain, and environment gets to act once). If you go last in the round, you're free to choose anyone to kick off the next round — except yourself. You can't pick yourself to go again, effectively giving yourself two turns in a row.

And that's the end of the action sequence!

Environment and Scene Tracker's Turn

Remember that the scene status may change when the scene tracker and environment take their turn. The change of scene status unlocks new abilities for your heroes, but also makes new threats available to the environment and the villain. Also, quite a few Reaction abilities key on status changing. This is a tactical decision that you should consider carefully!



RAE TAKES HER TURN AS *MUSE*, AND THE CYCLE GOES ON. IF EVERYONE HAD ALREADY TAKEN THEIR TURN, ADAM WOULD HAVE BEEN FREE TO PICK *ANYONE EXCEPT HIMSELF* TO TAKE THE FIRST TURN OF THE SECOND ROUND.

INTRO
PLAYING THE GAME
CREATING HEROES
MODERATING THE GAME
THE BULLPEN
ADVENTURE ISSUES
THE ARCHIVES
APPENDICES

Actions

Let's take a closer look at the actions available to the heroes: Attack, Boost, Hinder, Overcome, Defend, and Recover.

Attack

An Attack is your hero attempting to inflict some kind of direct harm — that is, deal damage — to another character, whether it's physical (a series of punches), emotional (mocking taunts), or mental (psychic blasts). The amount of damage dealt by an Attack is determined by the number on the effect die, which is usually the Mid die. Some powers or abilities allow you to use a different die for the Attack's effect die. Any character or object with a Health rating or a minion die can be the target of an Attack. (If you're trying to break an object that doesn't have a Health rating — smash through a steel door, etc. — that's an Overcome action.)

Damage: A successful Attack deals damage to the target, which reduces the target's Health by the amount shown on the effect die, or in the case of minions, causes them to make a save to stick around. When the target's Health reaches zero, they're knocked out.

For Veteran Players:

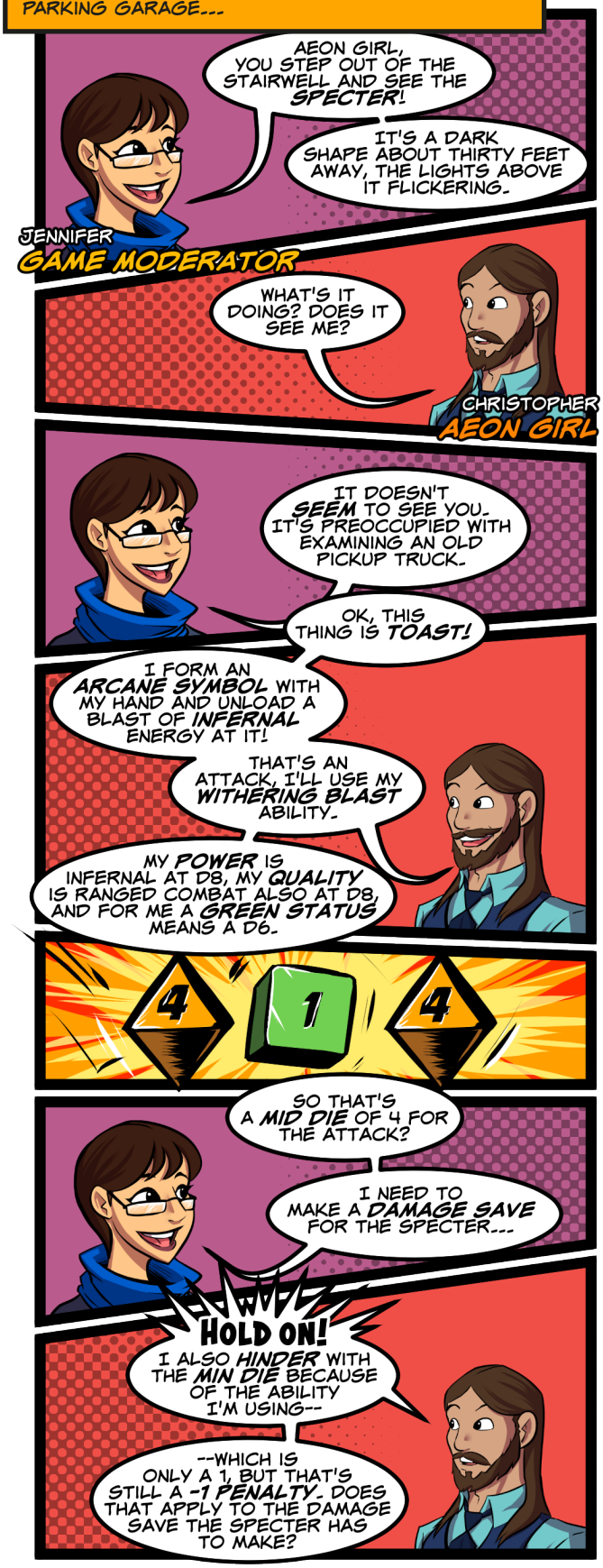
Attacks

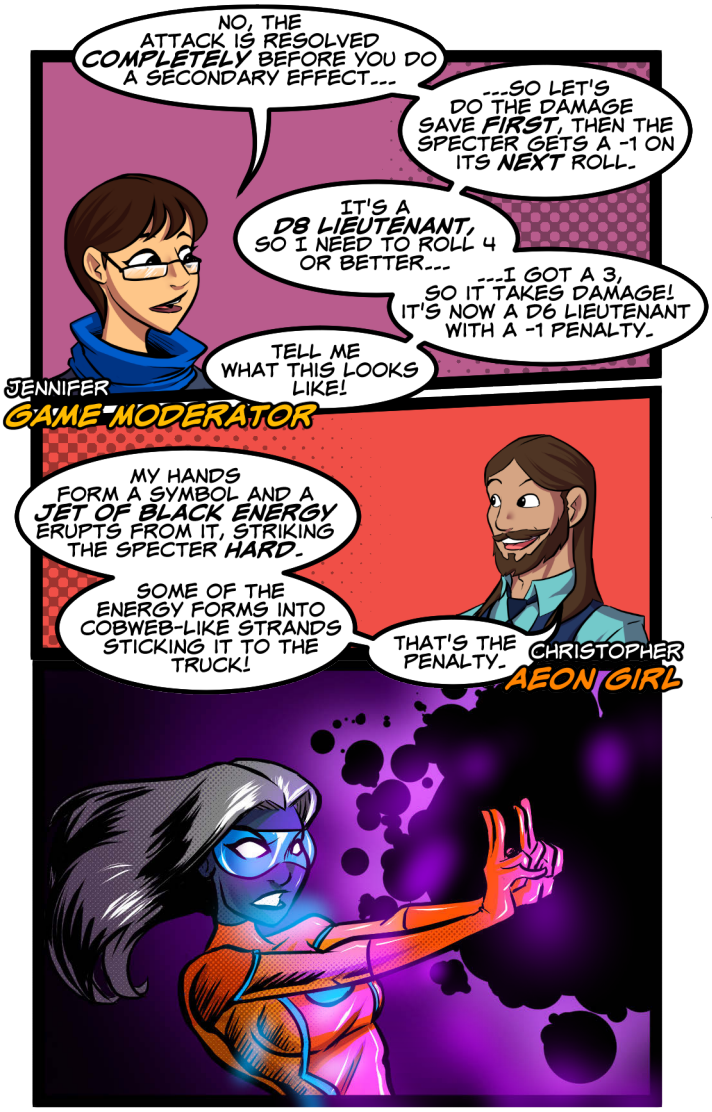
If you've played popular roleplaying games before, you might be wondering "But how do I roll to hit? What if the Attack misses?" The answer is that in the ***Sentinel Comics RPG***, *every Attack "hits."* The damage dealt accounts for the target attempting to defend themselves. Not all Attacks deal damage — if the effect die is low and the defender has armor or is using the Defend action, the Attack bounces harmlessly off a shield or something — but there are no separate rolls for Attack vs. damage.

Damage can be visualized in a number of ways. Perhaps the Attack strikes home despite the defender's best efforts, and the damage dealt represents physical injury. Perhaps the target emerges from the Attack sweating and out of breath but uninjured, and the damage dealt represents fatigue and exhaustion. The target's player narrates how the damage has affected their character.

Meanwhile...

A VILLAIN HAS BEEN CONDUCTING ***FOUL*** EXPERIMENTS AND A ***SPECTER*** HAS MANAGED TO ESCAPE HIS SUMMONING CIRCLE! ***AEON GIRL*** CONFRONTS THE SPECTER IN A MEGALOPOLIS PARKING GARAGE...





Overcome

When your hero is presented with an obstacle and getting past it carries a risk of failure, injury to a hero, or dire consequences, use an Overcome action. Examples include leaping onto a bank robber's speeding getaway car, decrypting a computer's files while a bomb ticks down, or convincing an NPC ally to help you in a scene.

To determine the outcome of an Overcome action, compare the result of the effect die to this table. What those outcomes mean is explained in the next column.

Effect Die Result	Outcome
0 or Less	Action utterly, spectacularly fails
1-3	Action fails, or succeeds with a major twist
4-7	Action succeeds, but with a minor twist
8-11	Action completely succeeds
12+	Action succeeds beyond expectations

Action Utterly, Spectacularly Fails: The action not only doesn't have its intended effect, it also makes the situation more complicated and dangerous. You might also look silly or incompetent in the process.

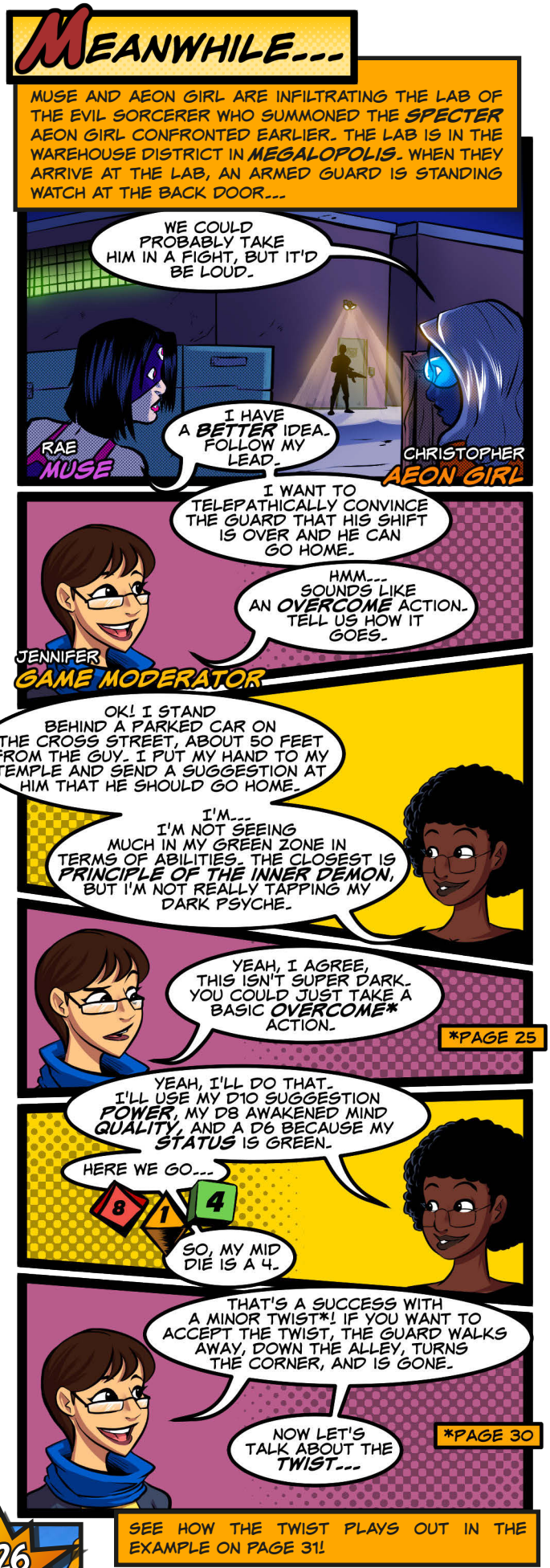
Action Fails, or Succeeds with a Major Twist: You get to choose between those two results. On a failure, the action simply doesn't work. You tried to leap onto the car but were thrown off on a sharp turn, you couldn't break the encryption, the NPC says "Not interested." On a success with a major twist, you succeed — you're clinging to the car, you have the files, the NPC is willing to help. The twist changes the situation. A bad guy in the car you're clinging to leans out the window with a huge gun. The system you've hacked into places a tracking program on your own system. The NPC will help, but only if you agree to something that goes against your principles. Twists are unexpected situations that complicate your success; we talk a lot more about them on pages 29-30.

Action Succeeds with a Minor Twist: On a success with a minor twist, the action creates a nuisance or annoying effect in addition to succeeding. When this happens, you select an appropriate twist by answering a minor twist question related to one of your principles, or you let the GM choose a twist from the scene, the environment, or one of their own creation. As with major twists, the minor twist can't be used to undo your success. Once again, you can choose to just fail if you don't like the options presented to you.

Action Succeeds: Pretty much what it says on the tin — the outcome matches your stated intent as much as possible, given the circumstances. You're on the speeding getaway car, you grabbed the files before the system was wiped, the NPC is willing to help. No muss, no fuss.

Action Succeeds Beyond Expectations: You knocked it out of the park. You get what you wanted with a bonus side effect. You're on the getaway car within easy reach of the engine — one punch would disable it. You got not only the files you wanted but also a clue about a scheme that you didn't even know about. The NPC is not only willing but happy to help.

The effect can include removing a minor twist from a prior action. If nothing else suggests itself, this benefit is equivalent to a +2 bonus or recovered Health equal to the Min die.



BOOST/HINDER

You can use the Boost action to help yourself or an ally, or use the Hinder action to weaken an opponent. When you use a Boost or Hinder action, you make a **mod** — a bonus or a penalty to someone or something's actions. The Boost action creates a positive mod, called a **bonus**; the Hinder action creates a negative mod, called a **penalty**. Mods can do a lot, from having the right gadget at the right time, to knocking an opponent off-balance, to grabbing the edge of the blast door and pushing with all your might, or even delivering a rousing speech, inspiring your allies.

Use the effect die to determine the size of the mod you create:

EFFECT DIE RESULT	MOD SIZE
0 or Less	No bonus or penalty is created
1-3	+/- 1
4-7	+/- 2
8-11	+/- 3
12+	+/- 4

Whenever you create a mod, give it a name, with either a quick description or a comic book dialogue quip. Such as "Pocket Analyzer +2" or "Watch out for that first step -3." To keep track of the mod, write its name and value on a notecard in front of whoever that mod is affecting now.

A mod applies to the effect die rolled on a later die roll, either adding to or subtracting from the result. You, as creator of the mod, decide who uses that bonus or penalty as long as it makes sense in the fiction of the scene — not everyone can just grab the "Massive Sword +4" you found and use it. Similarly, if a villain or lieutenant or minion creates a mod, the GM decides who that mod applies to and how that mod takes effect.

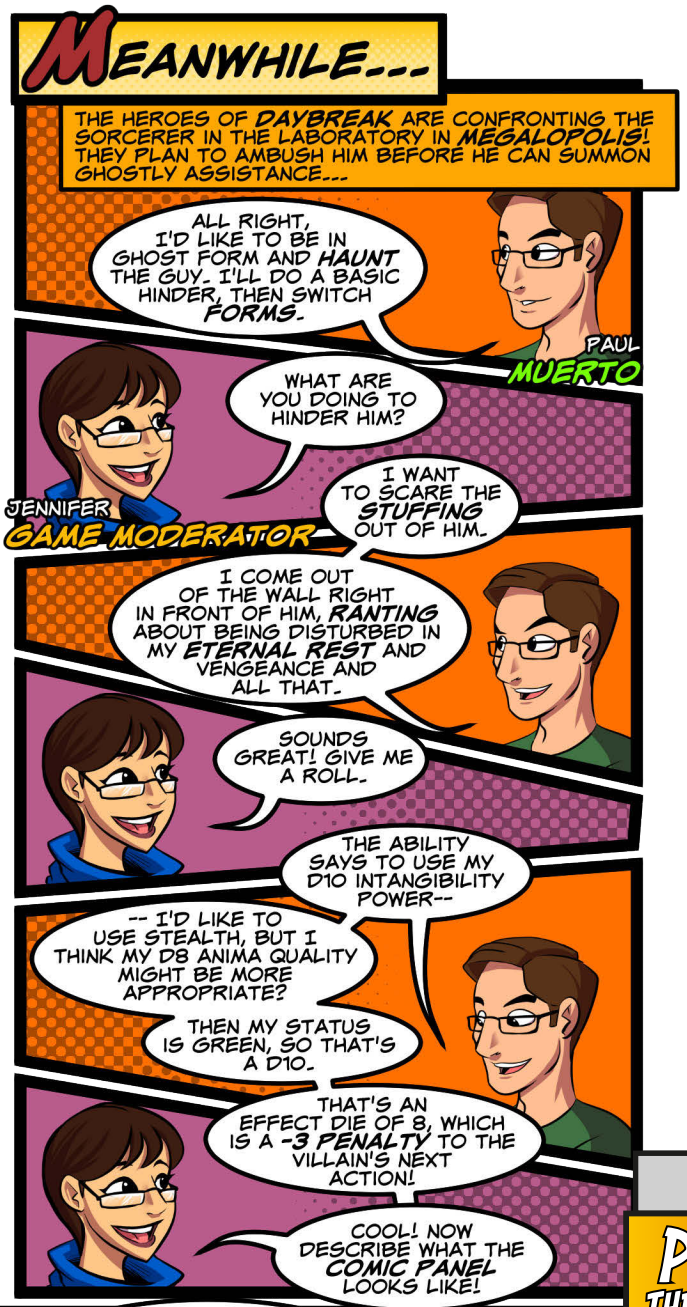
Usually, mods go away after one use, though abilities and effects may extend their duration. If you want a mod to last for two uses, you can take a minor twist that relates to the situation when you create it. Some abilities create **exclusive** and/or **persistent** mods. **You can only use one exclusive bonus and one exclusive penalty per roll.** You may use other mods alongside exclusive mods, but only one of each exclusive mod. Persistent mods last until an effect gets rid of them, until it makes sense for them to stop (someone makes an Overcome action to stop it, for example), or until the end of the scene at the longest.

Getting Rid of a Mod

There are two ways to remove a mod. The first is by taking an Overcome action (page 25) to reduce or remove the mod. For instance, if you've been Hindered with a mod called "Overloaded Pressure Accumulator -2" to your power suit, a successful Overcome action to repair the device eliminates the penalty. Sometimes, the mod can't be removed entirely with a single Overcome action. This is most commonly the case in mods from challenges brought about by the scene or the environment. In those cases, the GM will tell you if a penalty requires multiple Overcome actions to mitigate. For example, "Trapped Civilians -3" might require three separate Overcome actions to mitigate, each one representing rescuing a single civilian which reduces the penalty by 1 each time.

The second method of removing a mod is to create an opposing bonus or penalty against it. So, if someone has a penalty of "I'm tied up! -3", you can get rid of it by creating a +3 bonus. If you only manage to create a +2 bonus, the penalty changes to "I'm tied up! -1." If you exceed the penalty you're trying to counter, you lose the difference — no "making change" with the excess.

Keep in mind that whenever a mod is expended or removed, it doesn't necessarily mean that whatever it represented in the fiction is gone. If you create a bonus of "Bo Staff +2" and use it in one action, you still likely have the bo staff, even though the bonus was used and has gone away. Continue to describe your actions as if you have it. That narrative truth continues, even if it doesn't provide a bonus to your dice rolls, until something happens in the narrative to change it.

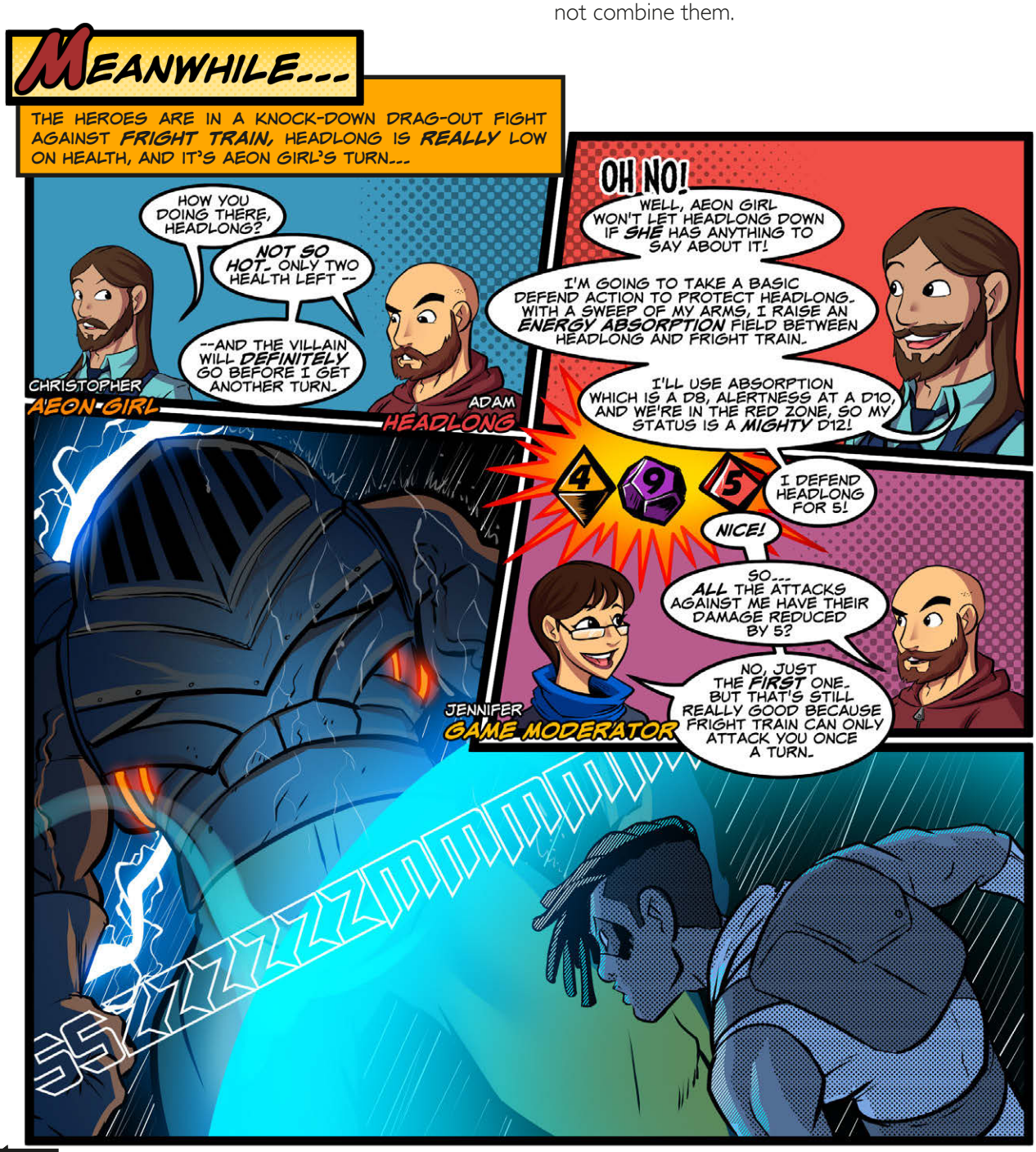


Defend

Heroes and villains are always taking steps to protect themselves from harm. That means the villain doesn't make a special Defend action when you Attack them — you just make your Attack and deal damage, and it's assumed that the target is taking steps to deflect the Attack. The same is true when heroes get attacked. There is no standard defense roll or defend value. However, there might be a time when you *really* want to focus on protecting yourself; perhaps you're trying to buy time for your friends to finish a mission while the villain focuses Attacks on you. This calls for a **Defend** action.

When you Defend, describe what you're doing to avoid an Attack or threat. Make your roll and write down the number showing on the effect die so you don't forget. When you would next lose Health before your next turn, reduce the amount by that number. Alternatively, you can use the Defend action to protect another character and reduce their Health lost instead. **Defend only affects one Attack: the next one.** If you or the target you're Defending aren't Attacked before your next turn, the effect is wasted.

If you are somehow under the effect of two or more Defend actions, choose the result to use; do not combine them.

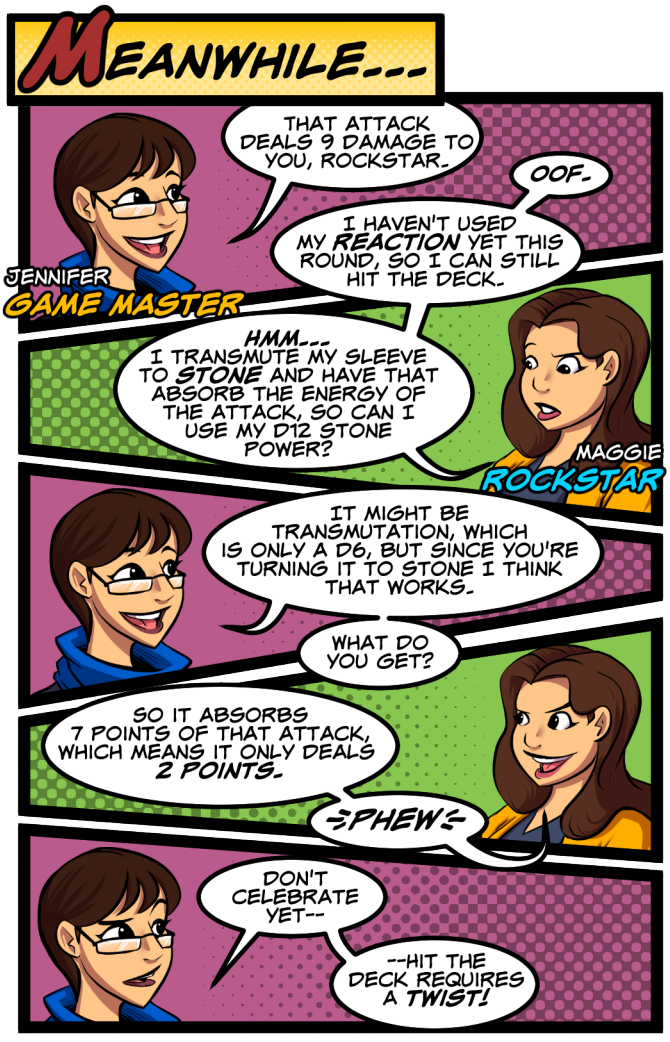

MEANWHILE...
THE HEROES ARE IN A KNOCK-DOWN DRAG-OUT FIGHT AGAINST FRIGHT TRAIN, HEADLONG IS REALLY LOW ON HEALTH, AND IT'S AEON GIRL'S TURN...
HOW YOU DOING THERE, HEADLONG?
NOT SO HOT. ONLY TWO HEALTH LEFT --
--AND THE VILLAIN WILL DEFINITELY GO BEFORE I GET ANOTHER TURN.
CHRISTOPHER
AEON GIRL
ADAM
HEADLONG
OH NO!
WELL, AEON GIRL WON'T LET HEADLONG DOWN IF SHE HAS ANYTHING TO SAY ABOUT IT!
I'M GOING TO TAKE A BASIC DEFEND ACTION TO PROTECT HEADLONG. WITH A SWEEP OF MY ARMS, I RAISE AN ENERGY ABSORPTION FIELD BETWEEN HEADLONG AND FRIGHT TRAIN.
I'LL USE ABSORPTION WHICH IS A D8, ALERTNESS AT A D10, AND WE'RE IN THE RED ZONE, SO MY STATUS IS A MIGHTY D12!
4
9
5
I DEFEND HEADLONG FOR 5!
NICE!
SO... ALL THE ATTACKS AGAINST ME HAVE THEIR DAMAGE REDUCED BY 5?
NO, JUST THE FIRST ONE. BUT THAT'S STILL REALLY GOOD BECAUSE FRIGHT TRAIN CAN ONLY ATTACK YOU ONCE A TURN.
JENNIFER
GAME MODERATOR
SSHZZZ

Reactions

Reactions are specific things you can do when some trigger event happens. You can Defend as a reaction (as described in Hit the Deck, explained below) and some abilities give you the option to do certain things that way too; the ability's description has all the pertinent details. No matter how many abilities you have granting you reactions, you may only perform one reaction per round, so make it count. This resets at the start of your turn.

- **Only One Die:** Most reaction abilities tell you to roll a single power, quality, or status die instead of the usual dice pool of three. When you're interrupting the turn, it's best to keep the action moving, and only rolling a single die ensures you don't have to think about what you should be rolling.

- **Hit the Deck!** Occasionally, an Attack looks so serious that you want to throw yourself into a defensive position, heedless of other dangers. A basic Defend action can be done once per round, out of turn, as a reaction by activating a minor twist (page 30). You may only Defend yourself this way and not others.



Recover

Recover is the action you take to regain Health or restore Health to another character during an action scene. You can only take this action if you have an ability that explicitly grants you permission to do so. In those cases, the ability's description tells you how it works. Otherwise, you can regain Health in montage scenes (pages 32-33), but while that is recovering, it isn't specifically an action.

Twists

Your hero's fate is not entirely at the mercy of the numbers showing on the dice. ***Sentinel Comics: The Roleplaying Game*** gives players the ability to succeed at a cost, provided they are certain that such success is worth their heroes' paying a potentially heavy price.

No good deed goes unpunished. What goes around comes around. No plan survives contact with the enemy. No matter which pithy aphorism you use to describe them, these unintended consequences, unexpected complications, and fallout from taking risks are inevitable, and they're represented by **twists**. Twists are one of the most important ways to introduce fun surprises and unexpected changes, and are a vitally important part of ***Sentinel Comics: The Roleplaying Game***. Embrace them! You never know where you may end up, but you can bet on having a good time getting there.

Twists are triggered by three main sources: First, success on Overcome actions sometimes requires accepting a twist, depending on how you rolled and what bonuses and penalties are affecting you. Second, various actions such as risky actions, Hit the Deck, and even some hero abilities, come with the additional cost of triggering a twist. Third, the environment can generate twists that impact both heroes and villains.

In the first two sources — success on an Overcome action and engaging in certain types of actions — invoking the twist is the player's choice. You decide whether success on the action, or if taking a risky action, is worth accepting a twist. If it is, you and the GM work together to produce a scene appropriate twist. However, the third source, the environment, is entirely in the hands of the GM. They may ask for player input, but the twist is happening because of something out of the control, and perhaps even awareness, of the heroes.

Deciding What a Twist Does

Once you've decided to create a twist, you need to figure out what it does. First you need to note what degree the twist is: major or minor. Whether a twist is major or minor informs how severely it shakes things up.

Minor twists generally create a minor hindrance, take away a bit of Health, or create a mild story complication that's resolved within the same scene. Usually these things don't change the entire story, but they make things more tense or more difficult for the scene in which they happen. Most minor twists resolve and go away fairly quickly: penalty mods go away after they're applied once, new minion enemies can be defeated, etc. Some story-based minor twists don't have a natural end, they simply introduce a new element into the narrative that the players and GM can engage with as appropriate: for instance, if the twist calls for a hero to reveal a secret, it could throw a wrench into their friendship with another hero. How those heroes treat that is up to their players. Otherwise, minor twists are resolved and their mechanical effects disappear at the start of the next montage scene.

Major twists, on the other hand, are a big deal. They take away a lot of Health, present a severe hindrance, or create a big story complication that could last the whole issue — and beyond. Mechanical effects of major twists go away at the end of the current Issue. Story impacts, on the other hand, are up to the players and GM to wrestle with for as long as are appropriate. These effects could change the course of the entire story.

Whether a twist is major or minor depends on the circumstances creating it. Twists generated by Overcome actions are governed by the result of the dice roll: 1-3 means success with a major twist, 4-7 means success with a minor twist. Risky actions always trigger a minor twist.

Once you've determined whether the twist is major or minor, you need to decide exactly what the twist does. Each hero sheet has a list of twist suggestions that relate to that hero's principles, at both major and minor levels. If the player doesn't want to use a principle-related twist listed on their hero sheet, the GM may suggest one.

In any of these cases, you (the player) and the GM work together to come up with an appropriate twist. It should make sense with the story that you've created so far — for example, a twist that deals the hero damage wouldn't make sense unless the scene included an element of physical danger.

Some examples of twists:

Minor Twists

- The hero loses Health equal to the Mid die.
- The hero is Hindered using the Max die.
- The hero must make a difficult choice as part of the action.
- The hero succeeds, but not as well as planned.
- The hero must reveal a treasured secret, an embarrassing weakness, or otherwise bargain something away to succeed at their goal.
- The scene escalates 1 space towards a more dangerous state.
- The hero is separated from the rest of the group as a result of the action.
- The hero draws attention in the form of a new minion equal to their Mid die.
- The hero loses access to one Green ability.
- One of the hero's powers or qualities is reduced in die size.

Major Twists

- The hero loses Health equal to Max+Min dice.
- The hero is Hindered using Max+Min dice, and that penalty is persistent.
- The hero must sacrifice something important (at least until the end of the issue) in order to succeed at their goal.
- The scene escalates 4 spaces towards a more dangerous state.
- The hero is separated far from the group and the current action.
- The hero draws attention in the form of a new squad of Mid die sized minions equal to number of heroes.
- The hero loses access to multiple abilities.
- The hero loses access to one or more of their powers and qualities.

If the twist is triggered by an Overcome success, it is vital that the twist does not negate that success. If the player is paying for success by adding a complication to the scene, the GM cannot use the twist to take the success away.

For twists generated by Overcome actions and risky actions, the player and GM agree on a twist that is appropriate to the story and is acceptable to the player. The GM has the authority to approve or veto twists that don't make sense, and the player may always decline a twist in favor of failing the Overcome or not taking the risky action. Twists that come from the environment are up to the GM.



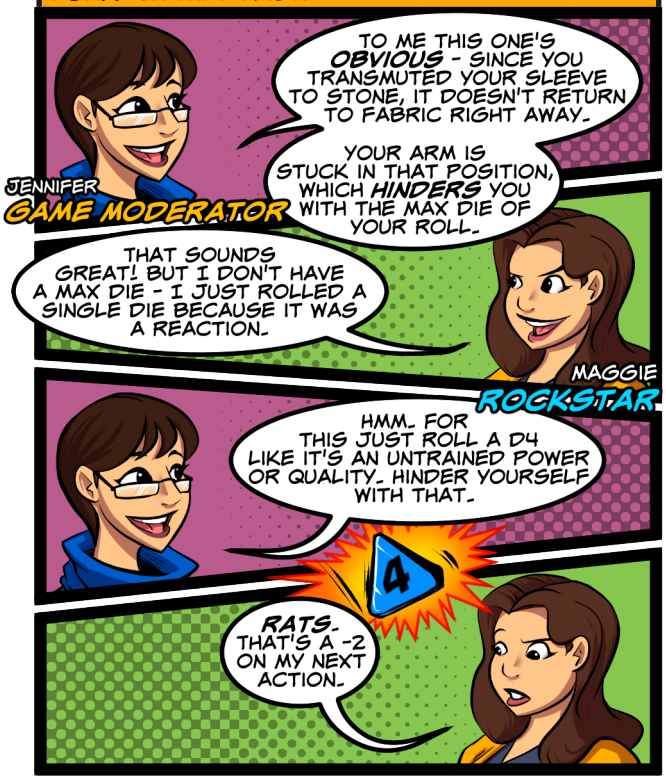
MEANWHILE...

IN THE EXAMPLE ON PAGE 26, ***MUSE AND AEON GIRL*** WERE TRYING TO SNEAK INTO THE EVIL SORCERER'S LABORATORY WHEN THEY RAN INTO AN UNEXPECTED, BUT NOT INSURMOUNTABLE WRINKLE. THEY FOUND A BACK DOOR GUARDED BY A SINGLE SENTRY. ***MUSE*** PLANTED A SUGGESTION IN THE MIND OF THE SENTRY, WHO NOW BELIEVES HIS SHIFT IS OVER AND HE CAN GO HOME. HOWEVER, SHE SUCCEEDED AT THE COST OF ***A MINOR TWIST***. NOW JENNIFER AND RAE NEED TO AGREE ON WHAT THAT TWIST IS.



MEANWHILE...

IN THE EXAMPLE ON PAGE 29, ***ROCKSTAR*** USED THE ***HIT THE DECK*** RULE TO MAKE A BASIC DEFEND REACTION. NOW MAGGIE AND JENNIFER NEED TO AGREE ON THAT TWIST.



HERO POINTS

Every time any hero uses one of their principles in an Overcome action (whether the action is a success or not), each hero in the team earns one **hero point**. Additionally, if any heroes engage in a meaningful social scene, all heroes earn a hero point (we talk about social scenes on page 34). Each hero may gain a maximum of five hero points per issue.

At the end of an issue, you must trade your hero points for **hero point bonuses**. Each hero point converts to one point of bonus, divided up however you choose. For example, you can turn five hero points into a +3 bonus and a +2 bonus, or a +4 bonus and a +1 bonus, or five +1 bonuses. You don't have to define or name them until you use them, though you should call back on what you learned or acquired in the previous issue. These bonuses are *exclusive* — you can only use one exclusive bonus on any given roll.

Let's say you've allocated a +3 bonus. When you realize you need some help convincing a public works official to let you into the sewers, you remember that in a previous issue the mayor told you, "If there's anything I can do, let me know." You decide to take that +3 bonus and call it "Favor

from the Mayor." A quick phone call to the mayor's office gives you a leg up on your Overcome action to infiltrate the sewers.

Track hero points and hero point bonuses on the front page of your hero sheet. You *must* convert hero points to bonuses between issues; you can't carry them over from one issue to the next. Likewise, unused hero point bonuses go away at the end of the issue.

When they complete the current issue, Muse and Aeon Girl both have 4 hero points. Christopher, playing Aeon Girl, decides to take two +2 hero point bonuses. Rae, playing Muse, decides to take four +1 hero point bonuses.

Collections

You develop a comic book collection of your hero's prior appearances whenever you collect Back Issues into a Collection. You may call on each of your Collections once per session, invoking previous adventures. This can have one of these effects:

- After rolling, you can change the number on one die to anything you choose. Determine Min/Mid/Max after doing that.
- Establish one fact about a scene your hero is in, based on a previous issue. (Yes, just make something up, as long as it isn't ridiculous and is rooted in the events or lessons from that back issue. If your idea is out of line, the GM will veto it and ask you to think of another one.)
- You can invoke your collection instead of taking a minor twist, provided you can think of an explanation for how it's relevant to the situation.

However you use it, justify how the previous adventure helps in the current situation. For example, when fighting Baron Blade, Legacy's player might say, "When I last fought Baron Blade, he suffered a wound on his right side… I'm going to try to use that to my advantage." This comment comes with an editor's note: "See ***Justice Comics #8!***" Include an editor's note to lend the whole thing an air of authenticity.

> Hey you, GM! Be flexible in adjudicating how players apply these bonuses. Don't require perfect recall about what happened in a previous adventure. The barest justification should work. Comics get retconned all the time.

Limited Collections

Heroes with a lot of collections can be quite powerful, so issues written to be used by any team of heroes that happen to try them — from street level upstarts to cosmically powerful beings — may limit this power by putting a cap on the number of collections a hero can use to create bonuses. This helps level the playing field, especially when a team has heroes with different levels of experience. If a hero doesn't have as many collections as the issue's limit, they gain additional uses equal to the amount they're missing, leveling the hero playing field.

Other Scenes

Action scenes are just one type of scene that happens in ***SCRPG***. There are also montage scenes and social scenes.

Montage Scenes

In comics and on screen, montages are sequences that string together very short vignettes that give you the impression of passing time and larger tasks being accomplished. The classic training montage, often accompanied by a cheesy inspirational power ballad, is used in many movies to explain a character's sudden increase in skill, for example.

In ***Sentinel Comics: The Roleplaying Game***, montage scenes represent travel, recovery, repair, training, investigation, and any other sort of little things that move the story from one spotlight point to the next.

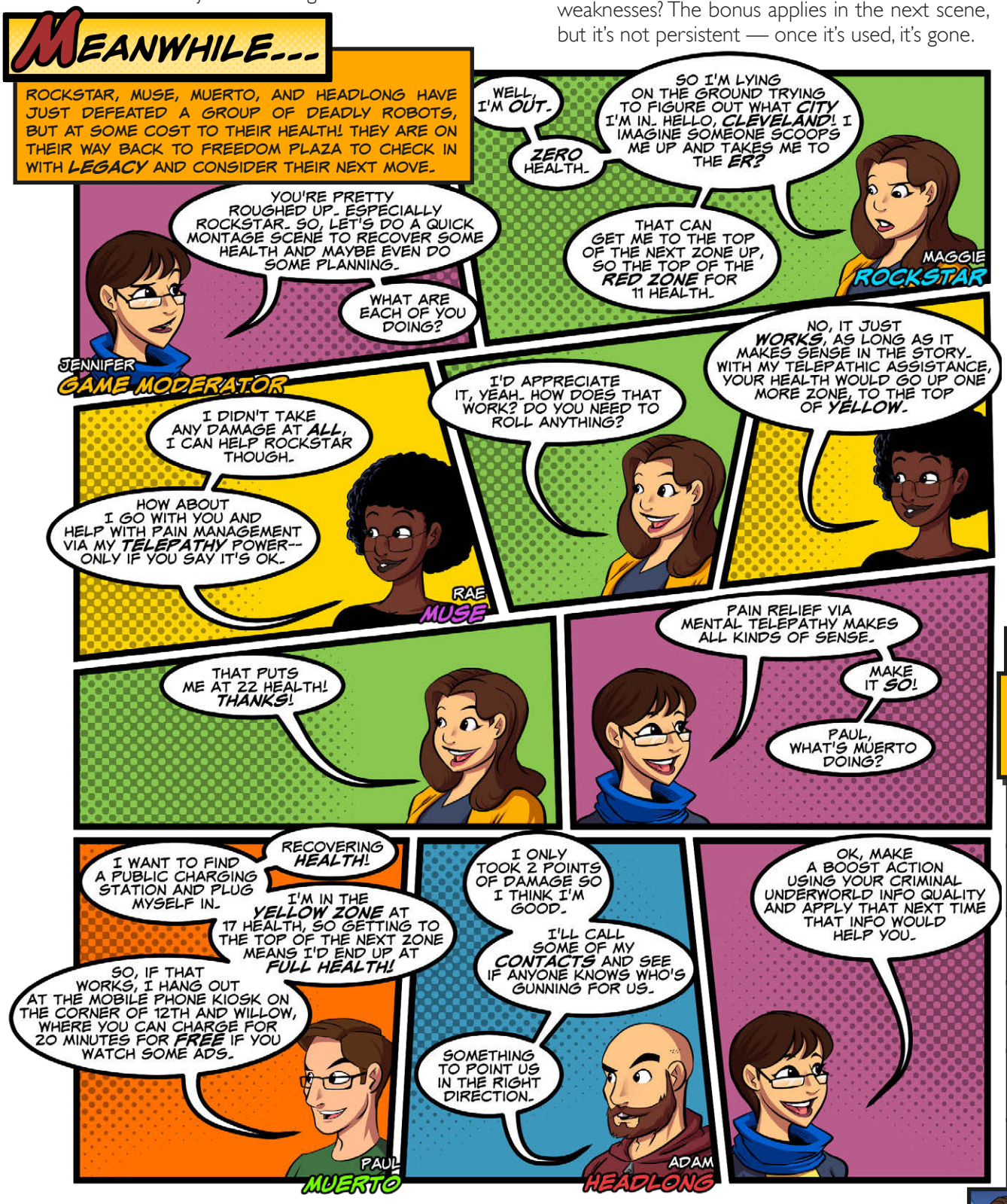
At the start of a montage scene, all minor twists are resolved, any mods from Boost and Hinder actions left over from the previous scene go away (even persistent ones), and any other temporary effects or abilities disappear. Each player in turn describes what their character does to recover from the last scene and prepare for the next one. Then the GM and players roleplay short, snappy highlights of what's happening and string them together as a montage.

During the montage scene, you can perform one of these tasks.

- **Describe how you recover some Health.** As a result, reset your Health to the maximum of the next GYRO zone up — from somewhere in the Red zone to your maximum value in the Yellow zone, for example. You have to convincingly narrate how you do this; in any city you could easily get medical attention, but at an abandoned base on Mars it might

be a bit more difficult. To get even more Health back, you may choose to take a minor twist, the effects of which last at least into the next action scene, if not further. If you do so, you then recover an extra zone of Health — from Out to your maximum value for the Yellow zone, for instance. Additionally, if you're entirely Out, you can choose to take a major twist to get back to full Health.

- **Describe how you aid another hero.** They recover an extra zone of Health. Do you use your medical skills? Take them to an emergency room? Use a medi-device?
- **Describe how you prepare for the next scene, making a related Boost action.** Do you hit the library to research? Engage in intense training? Review video of your opponent, looking for weaknesses? The bonus applies in the next scene, but it's not persistent — once it's used, it's gone.



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Social Scenes

Social scenes represent two or more characters interacting with each other in a way that doesn't require turn-taking or the use of a scene tracker. It might be canvassing witnesses of a villain's attack to see what happened. It might be a tense negotiation with a vastly powerful alien entity. Or it might be confronting a fellow hero about reckless actions they took in the previous action scene.

Some of the most interesting roleplaying moments come up when the heroes simply talk to one another. Secrets are revealed, doubts are admitted, disagreements are aired. These are character defining moments.

Actions in Social Scenes

Typically your actions in a social scene don't require dice rolls — it's "pure roleplaying," as some might call it. But occasionally the GM might call for an Overcome roll, especially if it has to do with your hero's principles. This can establish unintended yet interesting consequences for what you're doing.

Social Scenes and Hero Points

If a social scene is particularly impactful or meaningful, the GM can award all heroes (whether involved in the scene or not) one hero point each. Things that make a social scene meaningful include:

- A hero reveals a secret that makes them vulnerable in a way they weren't before.
- A hero compromises or gives in to resolve a disagreement with another hero.
- A hero voices an uncomfortable truth that creates drama, but progresses the scene positively.
- A hero allow one of their principles to force an inconvenient confrontation or a difficult choice.
- A hero violates one of their own principles in a way that creates interesting fallout and consequences.
- Or other dramatic and interesting turns of events — use your imagination!

If your hero is going to confront, criticize, or otherwise call out another hero, make sure the other hero's *player* buys into the drama. Never force a confrontation with another hero if that player isn't interested. And, of course, always remember it's the fictional characters fighting — not the players!

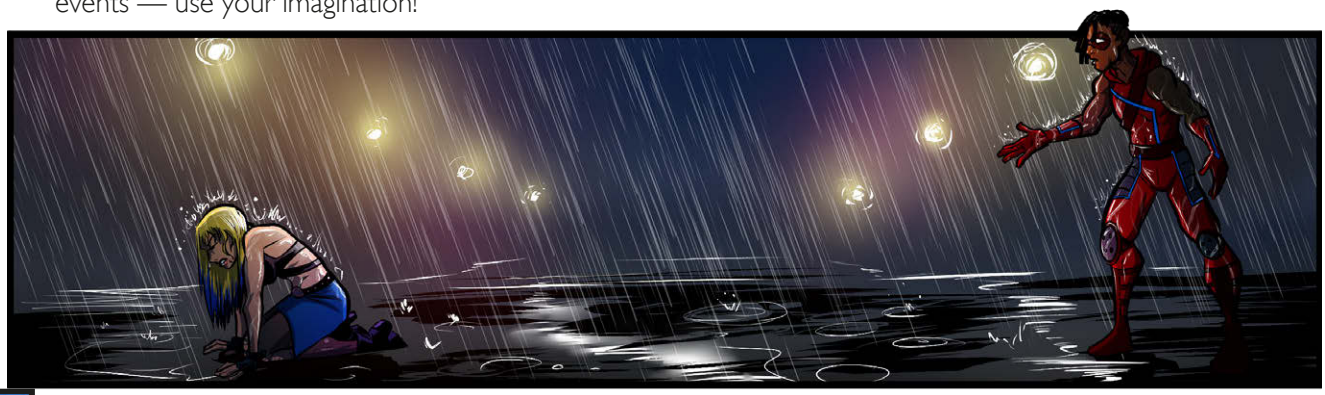
There are a couple of restrictions on earning hero points in social scenes.

- **One Hero Point Per Scene:** You can't earn more than one hero point during any given social scene, even if the scene is meaningful *and* someone makes an Overcome action using one of their principles.
- **Mix Up the Heroes:** In most social scenes, you can pretty easily identify which heroes are the main drivers of the drama. No hero point is awarded for the second or subsequent social scenes in the same issue that are driven by the same combination of heroes. Mix it up! Get different heroes involved in the drama.

Playing a Social Scene

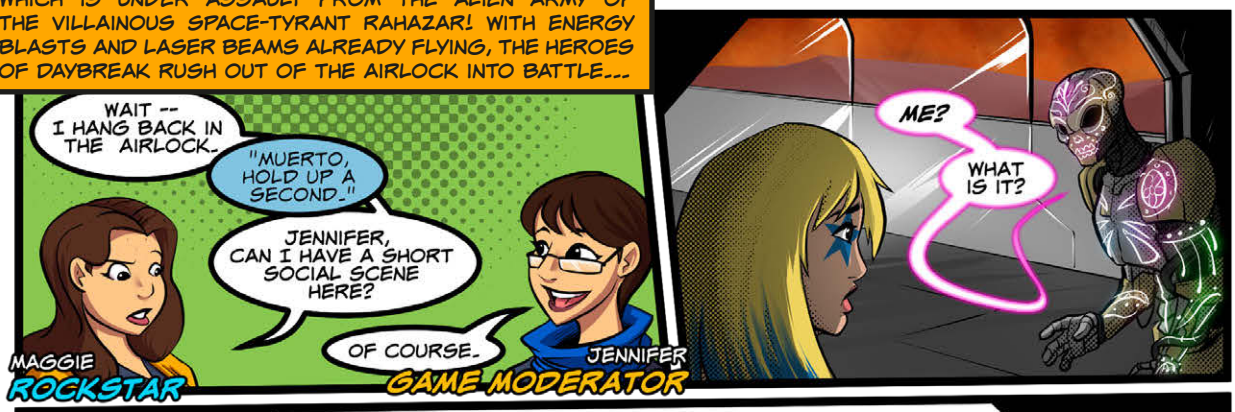
When you play a social scene, establish who, what, and where: who's in the scene, what's happening, and where it is. It can be useful to have a recurring location where the heroes know they can talk, such as at the gym, the bench by the lake in Legacy Park, or that really good noodle joint over on 17th Street.

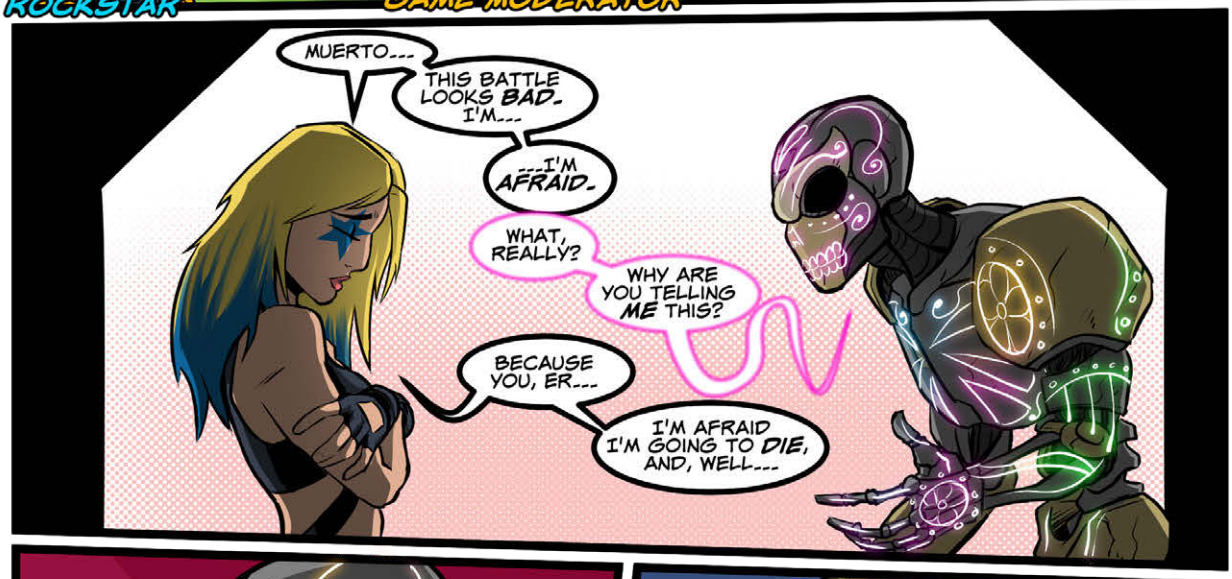
Speak in character, as if you're an actor portraying your hero in your version of the Sentinels Cinematic Universe. Let the conversation flow naturally, but don't be afraid to be bold when it would be interesting. Look for opportunities to elevate the drama and make things happen. The GM might call for an Overcome if you're trying to do something with interesting unintended consequences or modes of failure. They might also step in when the scene has run its course or things aren't progressing, but players also have the ability to declare that they think the scene is done without GM prompting.

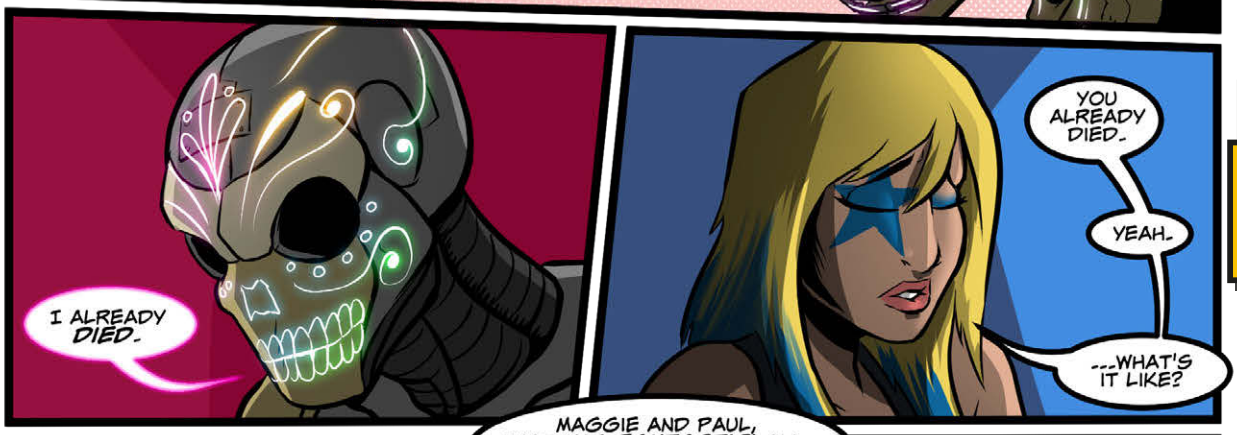


MEANWHILE...

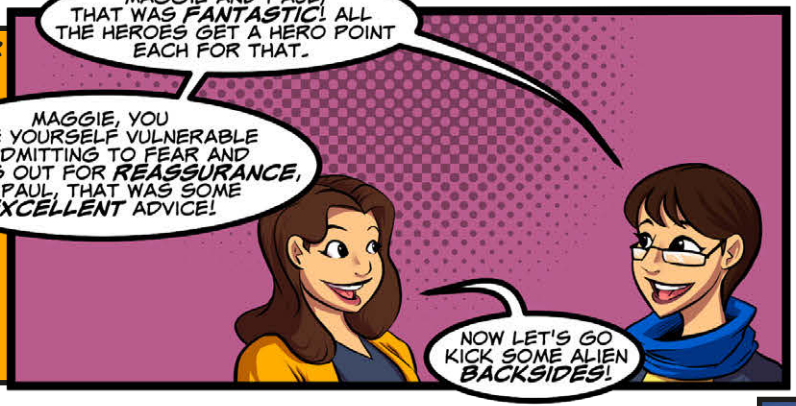
THE HEROES ARE AT THE WAGNER BASE ON MARS, WHICH IS UNDER ASSAULT FROM THE ALIEN ARMY OF THE VILLAINOUS SPACE-TYRANT RAHAZAR! WITH ENERGY BLASTS AND LASER BEAMS ALREADY FLYING, THE HEROES OF DAYBREAK RUSH OUT OF THE AIRLOCK INTO BATTLE...







MAGGIE AND PAUL HAVE AN IN-CHARACTER CONVERSATION IN WHICH ***MUERTO*** TELLS ***ROCKSTAR*** THAT HE WAS PRETTY NON-STANDARD. MUERTO'S NOT SURE THAT HIS EXPERIENCES CAN TRANSLATE TO ANYONE ELSE'S, REALLY. BUT THE ***IMPORTANT*** THING RIGHT NOW IS THAT HE BELIEVES IN ROCKSTAR'S ABILITY TO MAKE IT THROUGH THIS. HE TRUSTS IN HER STRENGTH AND WANTS HER TO TRUST IN HER ***TEAM***. ALSO, HE DOESN'T THINK SHE'S GOING TO DIE TODAY.



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Example of Play

This example follows one complete round in a larger action scene. Rockstar, Aeon Girl, Muerto, Muse, and Headlong — the young hero team known as Daybreak — are fighting a swarm of combat robots inside a huge factory in Mordengrad.

EXAMPLE

Ten combat bots (d6 minions with +1 to Attacks) are led by a giant-mecha-walking-tank (a d8 lieutenant with a few special abilities). The environment has already unleashed a Fire Bomb, which Attacks all heroes with a d6 on the environment's turn, and can be extinguished with two successful Overcome actions.

Jennifer, the GM, picks up the action at the end of the second round. "So, everyone has taken a turn, which ends round 2. Remember, the scene zone is Yellow! Everyone has access to Yellow abilities and you should use your Yellow status die."

Christopher, playing Aeon Girl, asks, "But I haven't taken any damage yet, so I'm still Green, right?"

"It's true that you still have full Health, but for your character's status you always use the status zone that's closer to Out, between your personal status and the scene's status. So it's Yellow for everyone now, regardless of your Health unless you're down to Red. The environment went last in the previous round, so I choose who goes first," Jennifer reminds him.

Adam asks, "Can you choose yourself?"

Jennifer says, "One character can't choose the same character, so I couldn't choose the environment again, but I could choose the minions or the mecha lieutenant. But I'll pick Rockstar. You're up, Maggie."

Maggie, playing Rockstar, says, "Let's do this. By the way, Rae, I'm thinking Muse might go after me."

"Sounds good," says Rae.

Maggie stops to ask, "Wait, Jennifer, should I have Boosted? I have a Yellow zone ability called Rock Out that lets me Boost myself when I change personal zones, and the scene zone just changed. Oh, never mind, that's not my personal zone, is it?"

*"Right, that's for when your **personal** zone changes, meaning when you lose or regain Health," says Jennifer. "You're already in the Yellow zone, personally."*

"In that case, I'm gonna clobber one of these little bots," says Maggie. "I leap over some steel beams, grab a big chain hanging from the ceiling, and smash a minion. I'll use Drop the Hammer, so I use Strength which is a d10, Close Combat which is a d8, and my Yellow status is d8." She rolls the dice. "I get… a 3, a 5, and a 6. So, my mid is 5"

Jennifer rolls a d6 for the minion's save. "It rolled a 2. It's gone."

Maggie pumps her fist in the air! "Sweet! So, Drop the Hammer usually lets me Hinder the target with the Min die, but given that the target is out, it's moot."

Jennifer nods and looks from Maggie to Rae, "So you're next?"

*"Not so fast," Maggie interrupts. "Rockstar is not quite done fighting yet! I will use my Standing Ovation ability, which is a Reaction. I get to use it whenever I eliminate a minion with a Strength Attack. It lets me Recover 3 Health, which puts my personal Health status back into Green from Yellow. Which means **now** I get to Rock Out! Except, wait, no... I can't.*





I already used my Reaction on that Standing Ovation, and I only get one Reaction per turn. So I can't do that until the start of my next turn... right?"

Jennifer beams, "Exactly right, you'll need to wait to Rock Out. But it was still a productive turn! Rockstar, clutching a length of industrial strength winch chain, stands over a pile of sparking metal that used to be a bot. OK, Maggie, who's next?"

Maggie nods to Rae, "Muse, you're up."

Rae says, "First, I'd like to thank Maggie for not making a "heavy metal" pun."

"A missed opportunity!" Christopher points out with an exaggerated expression of regret.

Rae just sighs and continues, "Second, Jennifer, heads up that I might want one of the minions to go next."

"Sure, but to keep things simple, the minions all go at once," says Jennifer.

This stops Rae for a second, "Oh, hm. Sure, they'll have to go eventually anyway." She shrugs. "OK, next, I want to see about putting out that fire before it hits us all again. Jennifer, is there a lot of sand or dust on the floor?"

Jennifer nods, "Sure. There's a foundry in part of the factory, so sand gets everywhere."

"Great," says Rae. "Muse focuses hard on all the little bits of sand and dust and dirt and blow them all onto part of the Fire Bomb. I'll use Principle of Mastery and make an Overcome action. That's Telekinesis at 6, Creativity at 8, and my Yellow status is 6, and I use the Max die."

Rae rolls a 1, a 4, and best of all, an 8! "Nice!"

"That's a complete success, no twists," Jennifer says. "And everyone gets a hero point for you using your principle, Rae! Nicely done. So now the fire is half out, and only does 4 damage if it does anything at all.

"Your minions are up. Let's see how mean they are," Rae says.

Jennifer thinks a moment, "The environment might go next, so I'll have to think over what it's going to do. Anyway, all the bots Attack with their laser blaster eyes. There are nine bots — let's say two on everyone, except only one on Muse who's fighting the fire. Laser fire crisscrosses the factory, sparks showering you as the bolts hit metal all around you."

Jennifer starts rolling a 6 for each minion and announcing how much damage is dealt to each hero. She announces the damage separately for each Attack, because some heroes might be able to reduce damage with armor or similar inherent abilities. "OK, first is Rockstar: you're dealt 1 and 5 damage."

Paul pipes up, "Isn't that 2 and 6? Don't they have a bonus to Attacks?"

"Yes, that's true! 2 and 6, Rockstar!" says Jennifer.

Maggie rolls her eyes with a huff, "Thanks, Paul. You're a real help there."

Paul winces. "Uh, sorry."

Jennifer continues rolling, "Aeon Girl, you take 5 and 6. Muerto, you take 3 and 2. Muse, you take 4. Headlong, you take 6 and 3."

All the players mark the loss of Health reflecting damage they're dealt.

Christopher looks at his no longer pristine Health and gives a shrug, "The only Health I need is the last one! Right?"

"That's it for the minions," Jennifer says, moving right along. "The scene tracker and environment go next. First thing I do is check off a space on the scene tracker — we're still in Yellow, but only three Yellow boxes left. Next, I'm looking at the threats that the Mordengrad factory's Yellow zone gives me access to. I think I'll say that a Steam Pipe Overload is imminent.

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If you don't deal with that by making a successful Overcome action before the next time the scene tracker is marked, it will explode, dealing damage to everyone equal to the environment's Mid die. Now, the Fire Bomb Attacks. That's a 4 Attack against everyone, which is… 3. Everyone takes 3 damage."

"Including all the minions and the mecha bot, right?" asks Paul.

Jennifer nods, "Right, which means a lot of damage saves. Let me get some help with that. Could everyone roll a pair of 6s for me? Except Muse, you just roll one. Let me know who doesn't get at least a 3. I'll make a damage save for the mecha lieutenant."

After all the dice rolls, 6 of the remaining 9 bots succeeded in their damage saves; they degrade to 4 combat bots because minions degrade even when they make their saves. Three of the minions failed and are destroyed. The giant mecha succeeded in its save, so it remains a 8 lieutenant.

Jennifer looks around the table. "Let's see, Rockstar, Muse, the minions, and the environment have gone. Aeon Girl, you're up."

"Well, we better deal with that fire," says Christopher.

Maggie interrupts, "Wait, the minions will die if they fail their save against that fire bomb attack the next time it goes off. Maybe we should let it go?"

Adam grins, "Oh man, I like that."

"I think we can stand to take some damage from it again," says Rae. "But it's your turn Christopher, so it's your decision."

"If one of us goes last in this round, we can guarantee that the environment goes first next round," Paul points out. "Which means the minions are probably not getting to go again."



"Good plan, team!" says Christopher. "In the meantime, I'll see about preventing that steam explosion. Aeon Girl finds a pipe about to burst at the seams and focuses on it, trying to absorb the thermal energy and disperse it into the concrete floor. I think I'll use my Principle of Cosmic Energy, so I get Cosmic which is a 10, Cosmic Progeny which is a 8, and my Yellow status which is a 6. I get…"

Christopher trails off as he looks down at his dice with dismay. "Uh, I got two 1s and a 3. So, even using my Max die, it's just a 3."

Jennifer grins and leans forward, "You have a choice to make. You can outright fail, or you can succeed with a ***major*** *twist."*

Christopher sighs dramatically, but then grins, "Give me that sweet, sweet major twist."

"Your Principle of Cosmic Energy gives you the major twist question: What source of energy is currently dampening all of your powers?" reads Jennifer. "So, what do you think of this: as you drain the thermal energy out of the steam, you become aware of an intense fusion reaction nearby, incredibly hot. It's the power cell of that mecha walking tank, and you instinctively know that if you destroy the mecha, the fusion cell will detonate, taking out half the city."

Christopher sits up straight, "Oh, wow. So I think—"

"But wait," Jennifer continues. "It's not finished yet! This is a major twist, after all. This fusion reaction will temporarily drain your power, reducing ***all*** *of your powers to 4s until the end of your next turn. What do you think, Christopher?"*

Christopher's eyes are huge. "That sounds evil and I love it. I yell to anyone who can hear me, 'Nobody destroy the mecha! It's a little explosive!'"

Adam responds as Headlong, "How much is a little?"

Christopher shrugs, "Let's say more than the usual amount of explosive that you might think a mecha walking tank is explosive? Might be more than a little…"

"Everyone gets a hero point because you used a principle ability! Who's next?" Jennifer asks.

"Hmm…" Christopher ponders. "Muerto, Headlong, or the mecha, right? I think the mecha, so we're sure one of us goes last, like we discussed."

"Right. Muerto, I think you'll go next," says Jennifer.

Paul just nods and taps the side of his head.

"Aeon Girl, that mecha figures out that you've learned its secret," says Jennifer. "It's not happy about it. It trains its big laser cannon at you and opens fire." She rolls the mecha's 8 and gets a 7. "OK, 7 damage heading your way."

"Great, great, good, good, good," Christopher says quickly. "Hey, team, can we clean this up post haste? I can see a light at the end of the tunnel, but I'm worried it might be a train."

"Paul, over to you," says Jennifer.

"I'm envisioning this area like a huge steel mill type factory, is that accurate?" asks Paul.

Jennifer nods. "Yup."

"All right, so, there must be a big crane attached to the ceiling, for moving big heavy things around the factory." Paul explains, waving his hands to indicate the crane. "Meurto sees that and wants to possess that and hoist the mecha up off the floor."

"Very cool," says Jennifer. "What ability is that?"

"Possess Electronics," says Paul. "So as a blur, I ascend to the ceiling and find the control module for the ceiling crane. I slip into the control computer and it starts lighting up."

"OK," Jenn interjects. "A yellow warning light starts spinning, and you hear whining and whirring of high horsepower electric motors spinning up. As part of your ability, you make an Overcome to take over the machinery. What do you have for this challenge?"

Paul thinks a moment, "I think that's Electricity at 8, Technology at 10, and Yellow status at 8. I use the Max die for the Overcome action, and I get… a 9! That's a success!"

"Well rolled and well done," says Jennifer. "Your ability lets you take another action, right?"

"Yes! I can take a basic Action with the Min die, which was a 2. I'd like to lift this guy up off the floor, but that would only work with a major twist. Hm. Maybe I'll just Hinder it instead, and try to lift it up next round. A 2 for a Hinder gives it a -1, which is better than nothing. So I wave the crane's chain and hook in front of it, distracting it and bashing it in the head and such."

Jennifer writes "Distracted by crane -1" on a notecard and sets it near the mecha's card so she doesn't forget.

"And, Adam, Headlong is the only one left," says Paul.

"About time!" Adam exclaims, pausing in his doodling. "So, you're going to lift this thing up next turn. Maybe I can mess with its blaster cannon before then. Headlong's moving fast, I have that Momentum +3 persistent bonus I created in the first round. I leap up and bash into the mecha's blaster as I pass it by. I guess this is just a basic Hinder, I don't really have an applicable ability. I use my 10 Momentum, my 8 Acrobatics, and my 8 Yellow status."

Adam grabs the relevant dice and rolls, getting a 1, a 6, and a 7. "So, a 6, with my +3 Momentum bonus is a 9. That's a -3 penalty on the mecha."

Jennifer notes a -3 on the same note card that has the penalty from the crane.

"OK, that's the end of the round!" says Jennifer. "Adam, you decide who goes first in the next round."

The action scene continues! What will happen next? Will Aeon Girl last the scene without getting knocked Out? Will Muerto manage to hoist the mecha bot up without destroying half the city? Will Rockstar make a rock-and-roll pun? Only time will tell!



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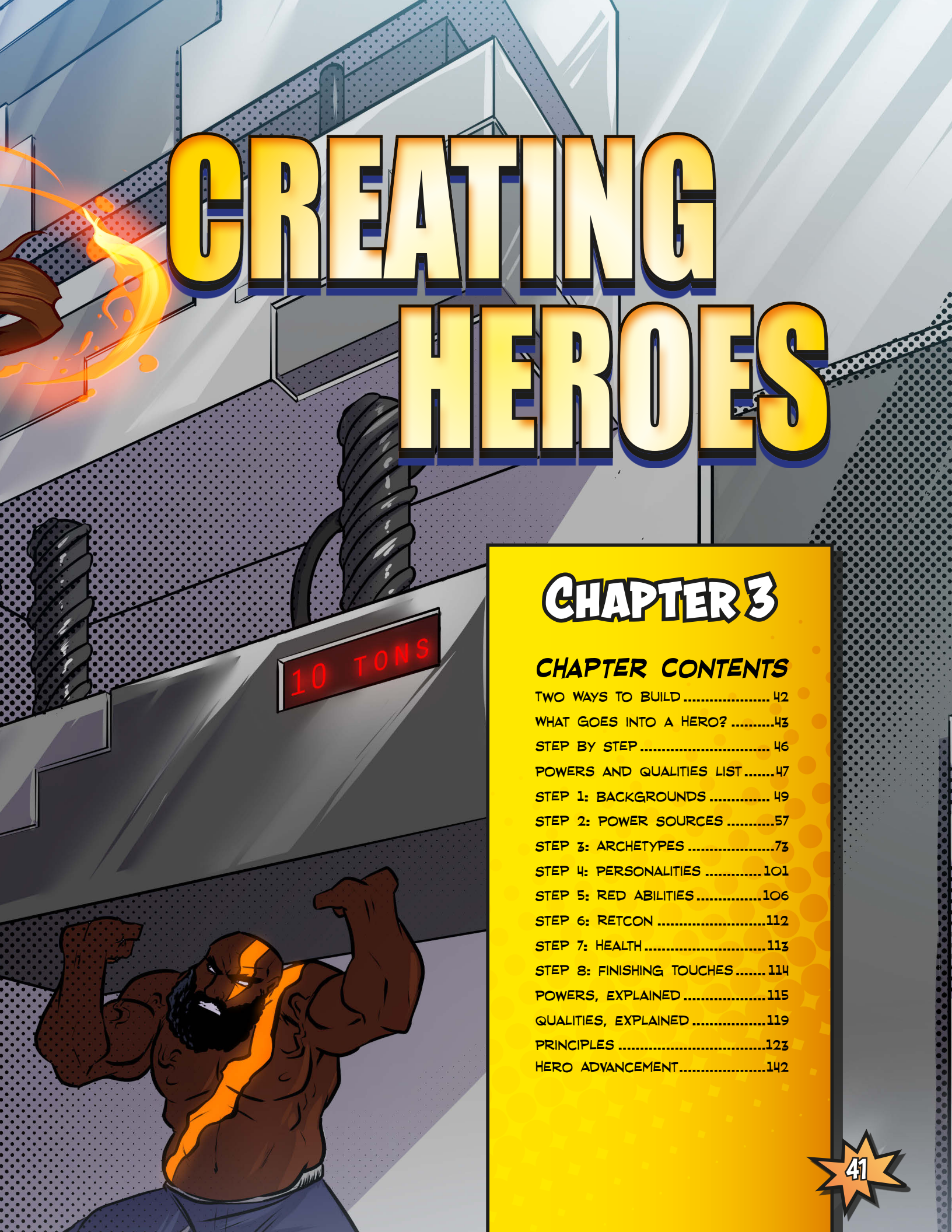

CREATING HEROES

Chapter 3

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Ready to get out there and save the world? That's great! We'll need to know a few things about you first.

In ***Sentinel Comics: The Roleplaying Game***, you make your hero by walking through important parts of their comic book life: where they came from, where they got their powers, how they use those powers, and how they act in a team. From choosing those elements and making decisions along the way, you'll create your own ***Sentinel Comics*** hero.

To get started, you need a hero sheet (blank ones are available at the back of this book as well as for download at www.greaterthangames.com), a pencil, and the same kinds of dice you need to play the game, as described on page 17.

Your First Hero

To learn this game, we recommend you choose one of the heroes found in Chapter 7 or in the ***Sentinel Comics RPG Starter Kit*** the first time you play. Once you've played the game, you'll have a much better understanding of what everything means when you make your own hero.

Two Ways to Build

There are two primary methods for creating heroes: the guided method and the constructed method.

Both methods use charts to walk you through your hero's life: from where they came from, to how they got their powers, to how they use those powers now, and how their personality has been shaped by all of these. When using the constructed method, you choose what best suits your character from the charts. Alternatively, the guided method lets chance impact some of your decisions. Each step in the process gives you a set of dice to roll. These dice provide you with options on the next chart, guiding you through the steps. Between many of the steps, you take the dice you just rolled and turn the size of those dice into powers and qualities — so you might want to write the dice from each step down on scratch paper as you go. If you're using the constructed method, note the size of any dice you would have rolled if you were using the guided method.

Discuss with your GM which method you are using. If only some players are using the guided method and others are using the constructed method, the GM might allow more leeway for the players using the guided method to change around their powers and qualities.

The Guided Method

The guided method is the primary method of hero creation described in this chapter. It's useful for players who don't have a clear vision of what they ultimately want their hero to be when starting the process. It's not a completely randomized process, as you are still making decisions, but it's not strictly determined by the player either.

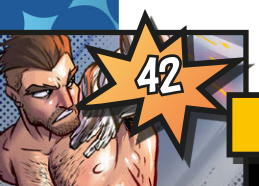
For example, if Sarah knows that she wants to play some sort of cosmic hero, but isn't really sure on the specifics, the guided method is perfect for her. She can go through the process, using the basic ideas she already has about the character to inform her choices in each category, while still allowing the system itself to flesh out and inform what sort of hero she's making.

To use the guided method, check out the handy step-by-step on page 46! It will walk you through the entire process of building your hero.

The Constructed Method

The other method of hero creation is the constructed method, used when you already have a vision in mind of the hero you're creating (whether it's your own concept or an existing hero). The constructed method is very similar to the guided method. The only difference is that when you come to a chart that requires you to roll to determine your options, simply choose whichever option fits best with the concept you have in mind. You still need to note what die sizes are used to move from one table's entry to the next and assign those dice to powers and qualities, but you don't roll the dice to pick from the charts. Otherwise, follow the same directions as the guided method.

For example, if Alex knows that he wants to make a specific hero that he's already written a backstory for, the constructed method lets him pick the necessary mechanical bits to make that hero playable. With this system, he'll spend a bit more time reading everything in order to end up with the best elements for his hero.



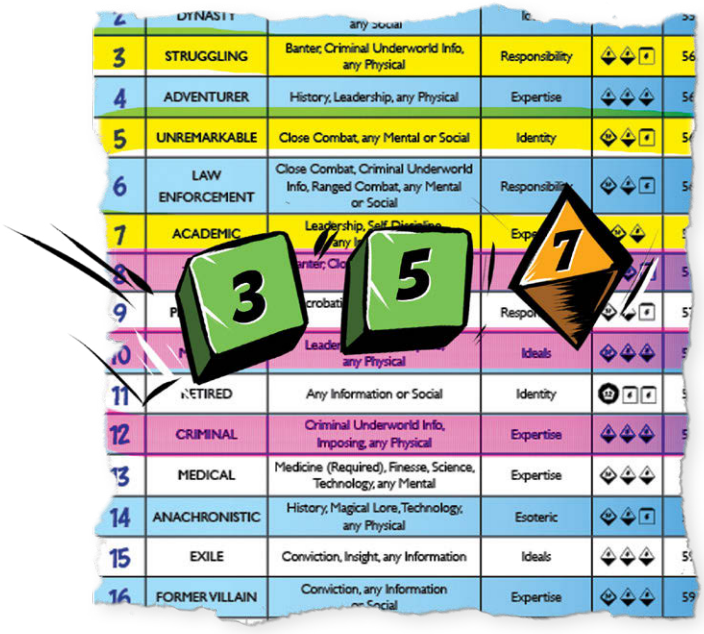
On Balance

If you browse the options on the tables used to create heroes, you can see that some options get better dice than others, which means that some heroes end up with more dice or larger die sizes than others. This is doubly true if you use the constructed method and can just choose which options you want to maximize your dice.

A hero with fewer/smaller dice should feel distinct and powerful with plenty to contribute to a team, even when compared to a hero with "better" dice. Each hero has their own powers and qualities, as well as unique abilities that give them a role in the team. Your abilities and how you use them matter far more than the specific sizes of dice of your powers and qualities. Within the Sentinels of Freedom, superpowered heroes like Legacy fight alongside non-superpowered heroes like Wraith and both are valuable and powerful members of the team.

The Secret Third Option

Of course, you can make a hero without using either of these two methods. If you're trying to replicate an existing hero and have already made heroes using one of the other methods, you might just assign powers, qualities, abilities, etc. as you see fit from any entries. Even if you have your GM's permission to use this method to make your hero, the GM still has to sign off on your hero build when you're done. No one wants to play with Superamazing Man, with 12 in each power and quality, where every ability can do anything with Min+Mid+Max. He's strong… and completely boring.



What Goes Into a Hero?

SCRPG heroes have the following elements, each of which will be assigned through hero creation:

- Powers rated from 6 (above average) to 12 (godlike)
- Qualities rated from 6 (solid competency) to 12 (world class)
- Status rated from 6 (wavering) to 12 (ready to give anything)
- Abilities in Green, Yellow, and Red varieties
- One Out ability
- Two principles
- Maximum Health value

You come up with one quality specific to your hero in addition to choosing from lists. Other characteristics, like your hero's heroic moniker, their mundane alias (if any), and their appearance are all yours to define once the process is finished.

Making Existing Heroes

Chapter 7 contains heroes from two super teams, but you may want to make your favorite hero that doesn't appear in this book, either from elsewhere in ***Sentinel Comics*** lore or from another universe entirely! Hero sheets for more ***Sentinel Comics*** heroes can be found in later books, reflecting where they are in the storyline, but you can use this same process to make versions of any hero you want. All heroes in this book are made using this process, so don't worry about being outclassed by existing heroes.

Rolling Dice to Choose from Tables

In each step, you roll some combination of dice that help you choose from the tables provided. When you roll dice for these steps, you may take the result of any *single die or combination of any two dice* to make your selection. So, your options are the dice values rolled or the sums of any two of the dice that you rolled.

EXAMPLE

If Sarah rolls 6 showing 3, 6 showing 5, and 8 showing 7, she can select from table entries 3, 5, or 7 from the single dice she rolled, or 8, 10, or 12 by using the sums of any two values she rolled.

Assigning Dice to Powers and Qualities

For many of the steps, you *also* use the sizes of the dice you just rolled to fill in powers and qualities on your hero sheet. Take the dice you just rolled and assign each die to a specific power or quality. Only the die size matters, not the values rolled. Write the powers and qualities on your hero sheet along with the die size, so Flying d10 or Banter d6.

Most of the steps let you pick from specific powers or qualities, or from a category of powers or qualities. You will need to reference the complete powers and qualities list as you go through this process (page 47).

EXAMPLE

Sarah rolled d10 d10 to select her background and settled on Adventurer. The first step says "Assign d10 and d8 to two of these qualities: History, Leadership, Select from physical qualities category." Sarah decides on Leadership d10 and Acrobatics d8 (one of the options under the Physical category of qualities), and notes those on the Qualities section of her hero sheet.

You can take multiple powers or qualities from the same category, assigning different dice to each of them and listing them separately.

EXAMPLE

Under the Accident power source, Sarah is instructed to take dice she received from her background step and assign them to any powers selected from the Athletic, Elemental/Energy, Intellectual, Materials, Psychic, or Self Control categories.

The Adventurer background gave her d8 d8 d8 to assign to powers and/or qualities, as instructed by the power source step. She chose Agility d8 as well as Strength d8 both from the Athletic category, and Awareness d8 from the Intellectual category. Sarah writes Agility d8, Strength d8, and Awareness d8 on three separate lines under the Powers section of her hero sheet.

POWERS	DIE TYPE	QUALITIES
Agility	d8	
Strength	d8	
Awareness	d8	

I've Already Got That

When you're instructed to take a power or quality you already have, the step will tell you what your options are. Generally, you can either use the new die to upgrade the existing power or quality and apply the existing die to a different choice in the same step, or just use the new die and have an extra die to use for the current step. In any case, don't worry about "losing" a die by selecting a power or quality you receive more than once.

For example, if Sarah has Radiant d8 already, and the current step says "Assign a die to Radiant" and she has d10 to use. She can either assign that d10 to get Radiant d10 and then have d8 to use elsewhere in the current step, OR she can keep Radiant d8 and use d10 somewhere else in the current step.

Defining Abilities

When selecting abilities, many of them require the use of a power or quality. Sometimes they say to use a specific power or quality selected during that step, or just say [power] or [quality]. Once selected during hero creation, that ability will always use that power or quality — be sure to note that on your hero sheet.

Some other decisions might need to be made with your abilities as well, noted in [brackets]. In addition to choosing a power or quality, you might also have to pick between basic actions, (Attack, Defend, Overcome, Boost, and Hinder), between different elemental/energy types (as listed under the Elemental/Energy category on the powers reference), or some other decision.

Any decisions made from these bracketed options are fixed and cannot be changed except as a result of hero advancement (page 142).

When you take an ability, be sure to rename it in a way that's appropriate for your vision of your hero and what it looks like in play. You can write a placeholder if you can't think of a name, but be sure to go back and name your abilities before you finish your hero.

EXAMPLE

After taking the Accident power source, Sarah moves on to the archetype section. There, she selects Blaster. The Blaster archetype instructs her to start by assigning a die to an Elemental or Energy power. She chooses Electricity and assigns 12 *to it.*

Later in the same step, Sarah chooses this ability:

ICON	NAME	TYPE
	Disabling Blast	A
GAME TEXT		
Attack using [power]. Hinder using your Min die.		

So she picks [power] to be Electricity.

Likewise, she takes this ability:

ICON	NAME	TYPE
	Energy Immunity	I
GAME TEXT		
If you would take damage from [element/energy you have a related power for], instead reduce that damage to 0 and Recover that amount of Health.		

Sarah sets the bracketed section to Electricity. So not only can Sarah's hero throw Electricity around, but she can absorb Electricity when hit with it. She decides to rename Disabling Blast to Shocking Strike and Energy Immunity to Lightning Rod.

Ability Types

All abilities fall into three categories: Action, Reaction, or Inherent. When recording the ability on your hero sheet, fill in the type where it says "Type" by recording A, R, or I as specified by that ability. Abilities usually involve one or more of the action types (Attack, Defend, Overcome, Boost, Hinder, and Recover) and you can use their icon where it says "Icon".

Action Type Icons

The action type icon give you a quick guide to which action each of your abilities uses. You don't have to painstakingly craft those icons on your own hero sheet, though. You can just use some shorthand icons to remind you what your hero can do, like the ones in this image:



(Trouble drawing a fist? Try something like a burst.)

Choosing Principles

Whenever you gain a principle, record the appropriate text in the During Roleplaying, Minor Twist, and Major Twist sections on the first page of your hero sheet. Then record that principle's Green ability in the appropriate slot at the bottom of the "Green Abilities" section on the second page of your hero sheet. When recording the twists, do not answer the questions. Rather, record the questions as asked — they're things the GM can ask you when your hero faces a minor or major twist. The complete list of Principles begins on page 123.

Auxiliary Sheets

Some of the more complex hero options require use of an extra sheet, called an auxiliary sheet, as shown on page 12. If you don't need an auxiliary sheet, you don't have to use one. However, you can also use this sheet to note any reminders about how your hero works, keep track of the names of people you meet in the game, doodles, etc.

EXAMPLE

Jim Brooks is the hero Time-Slinger — formerly known as Chrono-Ranger. He's not officially part of a team, but he works with the Sentinels of Freedom to teach new heroes, such as the hero team Daybreak.

In the following pages, we walk through the process of Christopher creating Time-Slinger as a new hero. Normally we'd use the constructed method, since he's an existing hero in the Sentinels world and we have a general idea of what his sheet would look like. But, in this case, we use the guided method to illustrate the process. Throughout this chapter, we add to Time-Slinger's hero sheet using each step so you see the system in action.

Guided Method: Step By Step

Make these work for your hero!
If none of your options fit your idea of your hero, you can re-roll your dice once during each phase of the process.

Step 1 Background (page 49)

To begin: roll d10 d10. Using one of the two d10 you just rolled, or by adding them together, select a **Background**, recording it in the Characteristics section of your hero sheet. That provides you with some of your qualities (details on page 44), a principle (details on page 45), and a new set of dice to roll for power source for the next step.



Step 2 Power Source (page 57)



Roll the dice you gained from your background to select a **Power Source**, recording it in the Characteristics section of your hero sheet. The size of dice you just rolled provides you with some of your powers (details on page 44). You also receive some yellow abilities, other abilities, or qualities, and dice to roll for your archetype for the next step.

Step 3 Archetype (page 73)



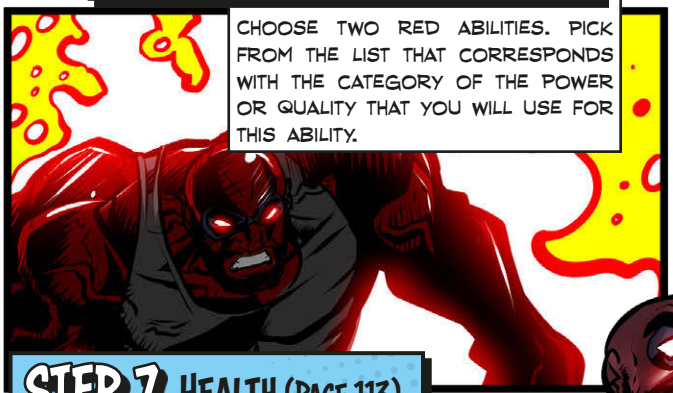
Roll the dice you gained from your power source to select an **Archetype**, recording it in the Characteristics section of your hero sheet. The size of dice you just rolled provides you with more powers and/or qualities. It also provides green abilities, sometimes other abilities, a second principle, and a new set of dice to roll for your personality for the next step.

Step 4 Personality (page 101)

Roll the dice you gained from your archetype to select a **Personality**. Record your personality in your hero sheet's Characteristics section. It provides you with your status dice and an out ability. You also take a d8 core character quality of your choice, as explained on page 121.

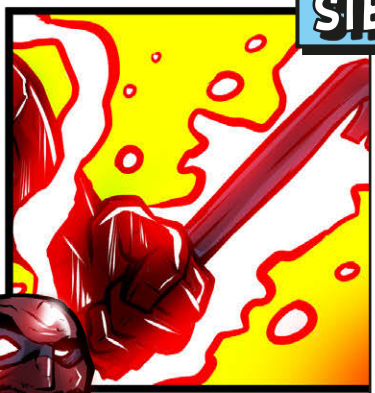


Step 5 Red Abilities (page 106)



Choose two red abilities. Pick from the list that corresponds with the category of the power or quality that you will use for this ability.

Step 6 Retcon (page 112)



Take one retcon from the following list:

- An extra red ability
- Swap two dice in your powers and/or qualities
- Swap an ability to use a different power or quality
- Increase your red status die by one size (maximum d12)
- Add any 6 power or quality of your choice
- Swap one of your principles for any other

Step 7 Health (page 113)

Add up the following numbers: 8 + the maximum of your red status die + the maximum of your choice of any one athletic power or mental quality (or a d4 if you have none) + the result of rolling d8 (if you don't want to roll, just use 4). This total is your total health. Use the chart on page 113 to determine your green, yellow, and red health ranges.



Step 8 Finishing Touches (page 114)

Fill in the final details of your hero: name, alias, description, and new names for your abilities.

CHECK OUT PAGES 115-120 FOR FURTHER EXPLANATIONS OF EACH OF THESE POWERS AND QUALITIES.

POWERS

ATHLETIC*
- Agility
- Speed
- Strength
- Vitality

ELEMENTAL/ENERGY
- Cold
- Cosmic
- Electricity
- Fire
- Infernal
- Nuclear
- Radiant
- Sonic
- Weather

HALLMARK**
- *Invented Power with GM's permission*
- Signature Vehicle
- Signature Weaponry

INTELLECTUAL
- Awareness
- Deduction
- Intuition
- Lightning Calculator
- Presence

MATERIALS
- Metal
- Plants
- Stone
- Toxic
- Transmutation

SELF CONTROL
- Absorption
- Density Control
- Duplication
- Elasticity
- Intangibility
- Invisibility
- Part Detachment
- Shapeshifting
- Size-Changing

PSYCHIC
- Animal Control
- Illusions
- Precognition
- Postcognition
- Remote Viewing
- Suggestion
- Telekinesis
- Telepathy

MOBILITY
- Flight
- Leaping
- Momentum
- Swimming
- Swinging
- Teleportation
- Wall-Crawling

TECHNOLOGICAL
- Gadgets
- Inventions
- Power Suit
- Robotics

QUALITIES

INFORMATION
- Criminal Underworld Info
- Deep Space Knowledge
- History
- Magical Lore
- Medicine
- Otherworldly Mythos
- Science
- Technology

MENTAL*
- Alertness
- Conviction
- Creativity
- Investigation
- Self-Discipline

PHYSICAL
- Acrobatics
- Close Combat
- Finesse
- Fitness
- Ranged Combat
- Stealth

SOCIAL
- Banter
- Insight
- Imposing
- Leadership
- Persuasion

SPECIAL**
Roleplaying Quality: a unique Quality that sums up your hero

* *Powers/qualities from these categories are used to increase starting Health.*
** *These powers/qualities require customization to the hero.*

BACKGROUNDS
QUICK REFERENCE

#	BACKGROUND	QUALITIES	PRINCIPLE CATEGORY	DICE	PAGE
1	UPPER CLASS	Fitness, Persuasion, any Mental	Responsibility	10 8 8	49
2	BLANK SLATE	Any Mental or Physical	Identity	10 8 8	49
3	STRUGGLING	Banter, Criminal Underworld Info, any Physical	Responsibility	8 8 6	50
4	ADVENTURER	History, Leadership, any Physical	Expertise	8 8 8	50
5	UNREMARKABLE	Close Combat, any Mental or Social	Identity	10 8 6	50
6	LAW ENFORCEMENT	Close Combat, Criminal Underworld Info, Ranged Combat, any Mental or Social	Responsibility	10 8 6	50
7	ACADEMIC	Leadership, Self-Discipline, any Information	Expertise	10 8	51
8	TRAGIC	Banter, Close Combat, Imposing, any Mental	Ideals	10 10 6	51
9	PERFORMER	Acrobatics, Creativity, Finesse, any Social	Responsibility	10 8 6	51
10	MILITARY	Leadership, Self-Discipline, any Physical	Ideals	10 8 8	52
11	RETIRED	Any Information or Social	Identity	12 6 6	52
12	CRIMINAL	Criminal Underworld Info, Imposing, any Physical	Expertise	8 8 8	52
13	MEDICAL	Medicine (Required), Finesse, Science, Technology, any Mental	Expertise	10 8 8	52
14	ANACHRONISTIC	History, Magical Lore, Technology, any Physical	Esoteric	10 8 6	53
15	EXILE	Conviction, Insight, any Information	Ideals	8 8 8	53
16	FORMER VILLAIN	Conviction, any Information or Social	Expertise	10 8 8	53
17	INTERSTELLAR	Any Information or Mental	Esoteric	10 8 6	53
18	DYNASTY	Close Combat, Fitness, History, any Social	Ideals	8 8 6	54
19	OTHERWORLDLY	Magical Lore, Otherworldly Mythos, any Mental	Esoteric	10 6 6	54
20	CREATED	Alertness, Science, Technology, any Physical	Expertise	10 10 6	54



STEP 1 BACKGROUNDS

Your background determines where your hero came from before they became a hero.

To begin, roll d10 d10. Using the value of one of the two d10s you just rolled, or by adding them together, select a background, recording it in the Characteristics section of your hero sheet. That background provides you with some of your qualities (explained on page 15), a principle (explained on page 14), and a new set of dice to roll for the power source section.

For help with how to gain qualities and assign dice, check out pages 44-45.

EXAMPLE

Jim Brooks used to be the hero Chrono-Ranger. He needs to be updated to represent the changes to his story after the OblivAeon event. His player, Christopher, decides to take him through the guided method to determine how best to represent this hero in the ***SCRPG****.*

He rolls d10 d10 and gets 6 and 8.The background for 8 is Tragic, but that doesn't really fit with the hero's story. Background 6 is Law Enforcement, which isn't bad since Jim was a sheriff before time-hopping. However, adding 6 and 8 produces background 14, which is Anachronistic. Since Jim is a man out of time, it fits perfectly, so Christopher selects that.

1 UPPER CLASS

Assign d10 and d8 to two of these qualities:
- Fitness
- Persuasion
- Select from Mental qualities category

Choose a Responsibility principle (pages 138-141).

Roll d10 and d8 d8 for power source selection.

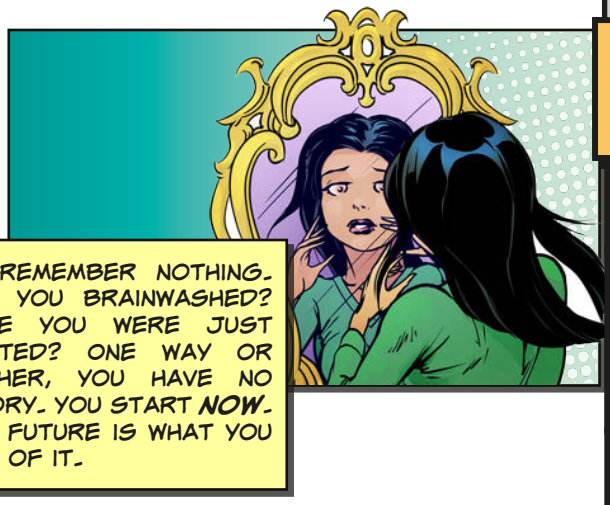


2 BLANK SLATE

Assign d10 and d8 to two of these qualities:
- Select from Mental qualities category
- Select from Physical qualities category

Choose an Identity principle (pages 135-137).

Roll d10 and d8 d8 for power source selection.

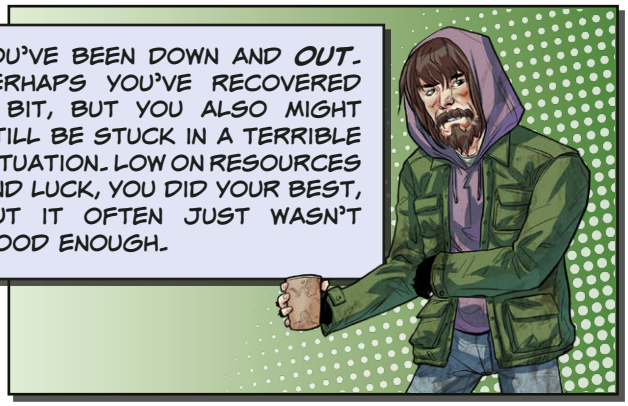


3 STRUGGLING

Assign d8 and d6 d6 to three of these qualities:
- Banter
- Criminal Underworld Info
- Select from Physical qualities category

Choose a Responsibility principle (pages 138-141).

Roll d8 d8 and d6 for power source selection.



4 ADVENTURER

Assign d10 and d8 to two of these qualities:
- History
- Leadership
- Select from Physical qualities category

Choose an Expertise principle (pages 127-130).

Roll d8 d8 d8 for power source selection.

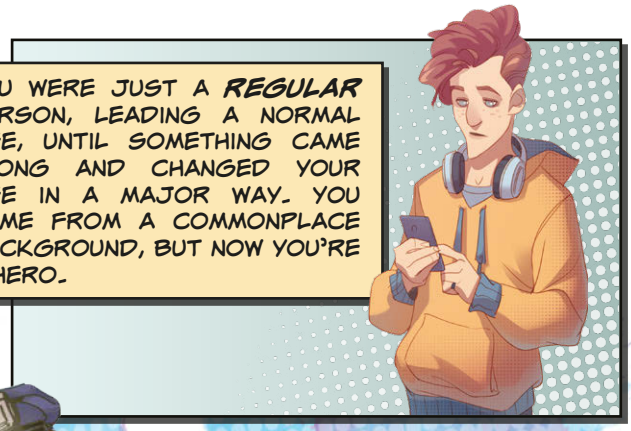


5 UNREMARKABLE

Assign d10 and d8 to two of these qualities:
- Close Combat
- Select from Mental qualities category
- Select from Social qualities category

Choose an Identity principle (pages 135-137).

Roll d10 d8 and d6 for power source selection.



6 LAW ENFORCEMENT

Assign d10 and d8 to two of these qualities:
- Close Combat
- Criminal Underworld Info
- Ranged Combat
- Select from Mental qualities category
- Select from Social qualities category

Choose a Responsibility principle (pages 138-141).

Roll d10 d8 and d6 for power source selection.

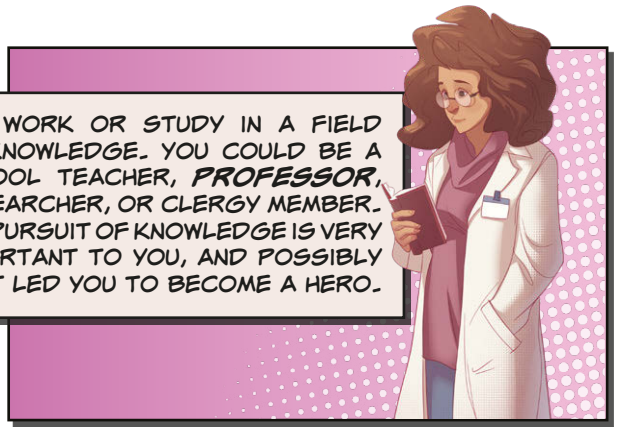


7 ACADEMIC

Assign 12 and 8 to two of these qualities:
- Leadership
- Self-Discipline
- Select from Information qualities category

Choose an Expertise principle (pages 127-130).

Roll 10 and 8 for power source selection.

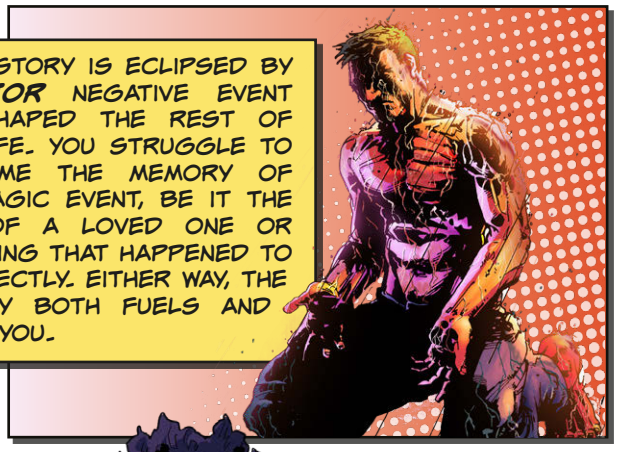


8 TRAGIC

Assign 10 and 8 to two of these qualities:
- Banter
- Close Combat
- Imposing
- Select from Mental qualities category

Choose an Ideals principle (pages 131-134).

Roll 10 10 and 6 for power source selection.

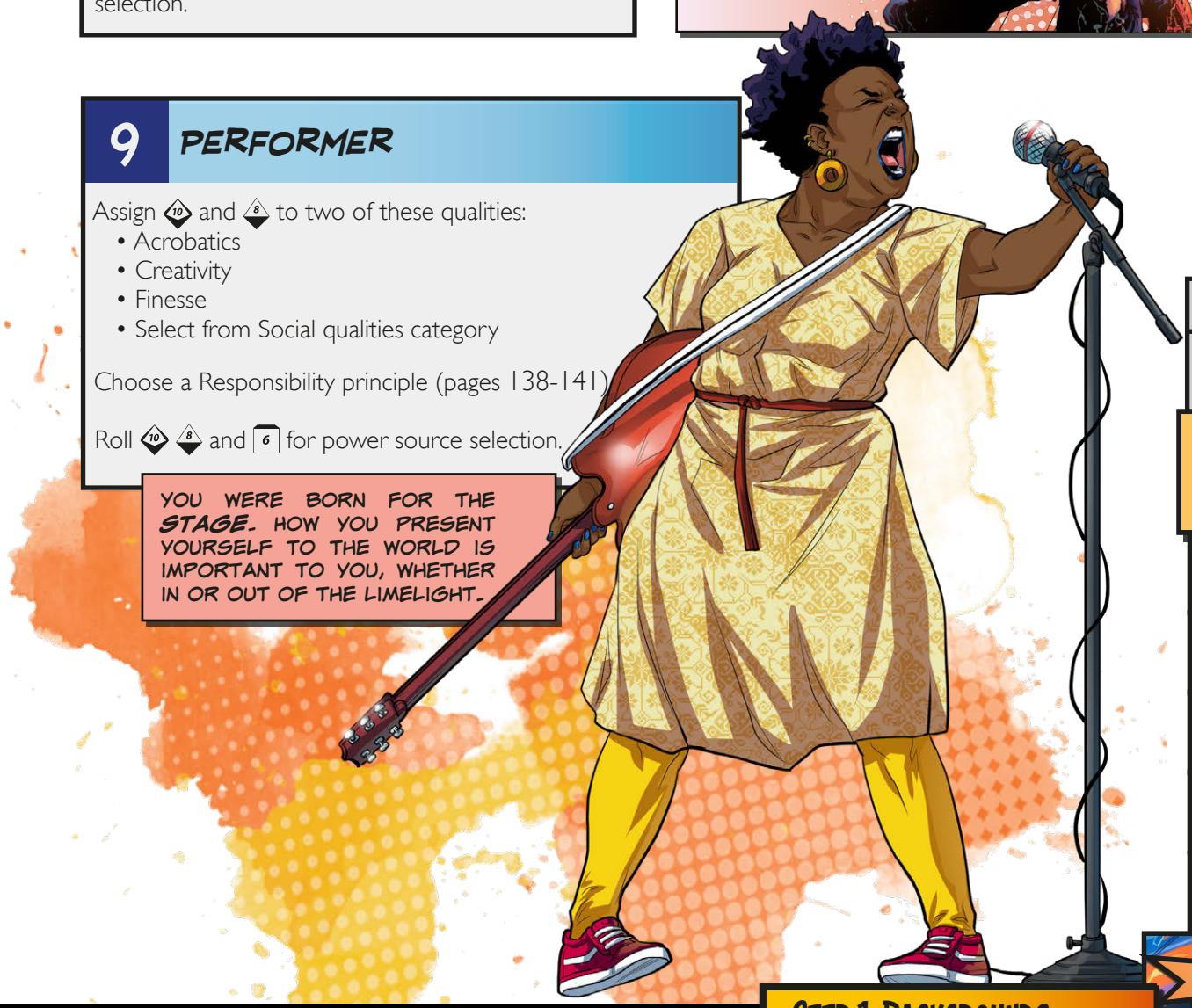


9 PERFORMER

Assign 10 and 8 to two of these qualities:
- Acrobatics
- Creativity
- Finesse
- Select from Social qualities category

Choose a Responsibility principle (pages 138-141).

Roll 10 8 and 6 for power source selection.



INTRO
PLAYING THE GAME
CREATING HEROES
MODERATING THE GAME
THE BULLPEN
ADVENTURE ISSUES
THE ARCHIVES
APPENDICES

10 MILITARY

Assign d10 and d8 to two of these qualities:
- Leadership
- Self-Discipline
- Select from Physical qualities category

Choose an Ideals principle (pages 131-134).

Roll d10 and d8 d8 for power source selection.

YOU HAVE SOME SORT OF COMBAT TRAINING, POSSIBLY AS PART OF AN ORGANIZED ARMED FORCES. YOU MIGHT HAVE EVEN HAD COMBAT ***EXPERIENCE*** BEFORE YOU BECAME A HERO.



11 RETIRED

Assign d10 and d10 to two of these qualities:
- Select from Information qualities category
- Select from Social qualities category

Choose an Identity principle (pages 135-137).

Roll d12 and d6 d6 for power source selection.

YOU USED TO WEAR THE ***CAPE AND COWL***, BUT HUNG THEM UP LONG AGO. NOW, SOMETHING HAS CHANGED, MAKING YOU FEEL COMPELLED TO ONCE AGAIN TAKE UP THE FIGHT FOR WHAT IS RIGHT. YOU NEVER THOUGHT YOU WOULD BE HERE AGAIN.



12 CRIMINAL

Assign d10 and d8 to two of these qualities:
- Criminal Underworld Info
- Imposing
- Select from Physical qualities category

Choose an Expertise principle (pages 127-130).

Roll d8 d8 d8 for power source selection.

YOU SPENT TOO MUCH TIME ON THE WRONG SIDE OF THE LAW. BUT SOMETHING ***CHANGED*** FOR YOU. NOW YOU'VE TURNED OVER A NEW LEAF, USING YOUR POWERS AND ABILITIES TO BE THE BEST HERO YOU CAN.



13 MEDICAL

Assign one of d10 d8 or d6 to Medicine and the other two dice to two of the following qualities:
- Finesse
- Science
- Technology
- Select from Mental qualities category

Choose an Expertise principle (pages 127-130).

Roll d10 and d8 d8 for power source selection.

YOU WERE IN THE BUSINESS OF HEALING, AS A DOCTOR OR NURSE OR MAYBE EVEN A VETERINARIAN. GIVEN YOUR ***MEDICAL*** BACKGROUND, YOU HAVE A LOT OF EXPERIENCE WITH TREATING INJURIES AND DISEASES.



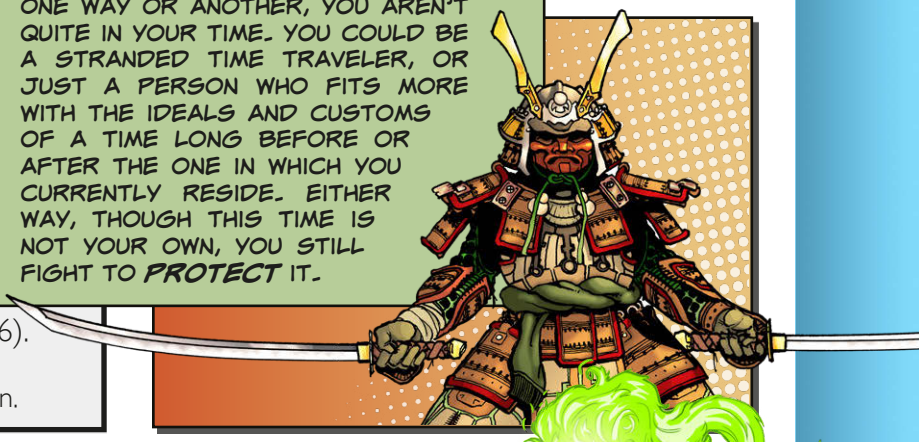
14 ANACHRONISTIC

Assign d10 and d8 to two of these qualities:
- History
- Magical Lore
- Technology
- Select from Physical qualities category

Choose an Esoteric principle (pages 124-126).

Roll d10 d8 and d6 for power source selection.

ONE WAY OR ANOTHER, YOU AREN'T QUITE IN YOUR TIME. YOU COULD BE A STRANDED TIME TRAVELER, OR JUST A PERSON WHO FITS MORE WITH THE IDEALS AND CUSTOMS OF A TIME LONG BEFORE OR AFTER THE ONE IN WHICH YOU CURRENTLY RESIDE. EITHER WAY, THOUGH THIS TIME IS NOT YOUR OWN, YOU STILL FIGHT TO ***PROTECT*** IT.



15 EXILE

Assign d10 and d8 to two of these qualities:
- Conviction
- Insight
- Select from Information qualities category

Choose an Ideals principle (pages 131-134).

Roll d8 d8 d8 for power source selection.

YOU'RE ***FAR*** FROM YOUR HOME, ONE WAY OR ANOTHER. YOU MAY HAVE LEFT OF YOUR OWN ACCORD, BUT IT'S EQUALLY LIKELY THAT YOU WERE SENT AWAY FROM WHATEVER PLACE YOU CAME FROM. EITHER WAY, YOU'RE MAKING YOUR OWN WAY IN THE LAND WHERE YOU NOW LIVE.



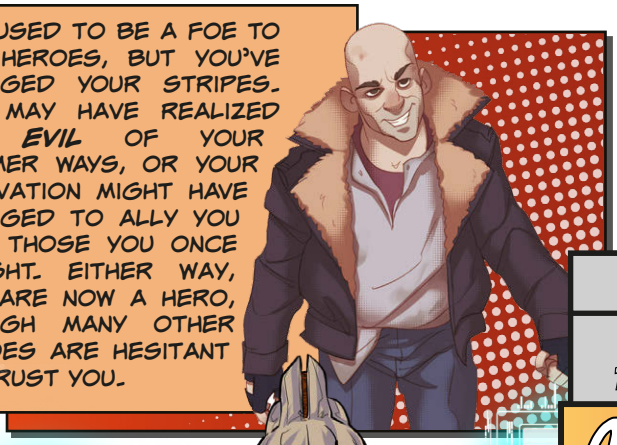
16 FORMER VILLAIN

Assign d10 and d8 to two of these qualities:
- Conviction
- Select from Information qualities category
- Select from Social qualities category

Choose an Expertise principle (pages 127-130).

Roll d10 and d8 d8 for power source selection.

YOU USED TO BE A FOE TO THE HEROES, BUT YOU'VE CHANGED YOUR STRIPES. YOU MAY HAVE REALIZED THE ***EVIL*** OF YOUR FORMER WAYS, OR YOUR MOTIVATION MIGHT HAVE CHANGED TO ALLY YOU WITH THOSE YOU ONCE FOUGHT. EITHER WAY, YOU ARE NOW A HERO, THOUGH MANY OTHER HEROES ARE HESITANT TO TRUST YOU.



17 INTERSTELLAR

Assign d12 and d6 to two of these qualities:
- Select from Information qualities category
- Select from Mental qualities category

Choose an Esoteric principle (pages 124-126).

Roll d10 d8 and d6 for power source selection.

YOU COME FROM BEYOND THE ***STARS!*** AS A NEWCOMER TO PLANET EARTH, YOU MAY BE UNAWARE OF STRANGE CUSTOMS HERE, BUT YOU CAN STILL COMMUNICATE WITH EARTHLINGS, ONE WAY OR ANOTHER. YOU MIGHT BE AN ALIEN, OR A HUMAN FROM A CIVILIZATION LOST IN SPACE LONG AGO, OR SOMETHING ELSE ENTIRELY.



18 DYNASTY

Assign d10 and d10 to two of these qualities:
- Close Combat
- Fitness
- History
- Select from Social qualities category

Choose an Ideals principle (pages 131-134).

Roll d8 d8 and d6 for power source selection.

YOU COME FROM A LINE OF ***HEROES***. IT COULD BE THAT YOUR PARENTS AND THEIR PARENTS AND THEIR PARENTS HAVE ALL BEEN HEROES. MAYBE YOU'RE ADOPTED INTO A HERO FAMILY. REGARDLESS OF HOW YOU CAME TO BE A PART OF THIS DYNASTY, HEROISM IS PART OF YOUR LIFE.



19 OTHERWORLDLY

Assign d10 and d8 to two of these qualities:
- Magical Lore
- Otherworldly Mythos
- Select from Mental qualities category

Choose an Esoteric principle (pages 124-126).

Roll d10 and d6 d6 for power source selection.

YOU HAVE AT LEAST A LITTLE OF THE ***UNCANNY*** IN YOU. YOU COULD BE A FULLY SUPERNATURAL CREATURE, OR PERHAPS THE SPAWN OF ONE AND A HUMAN.



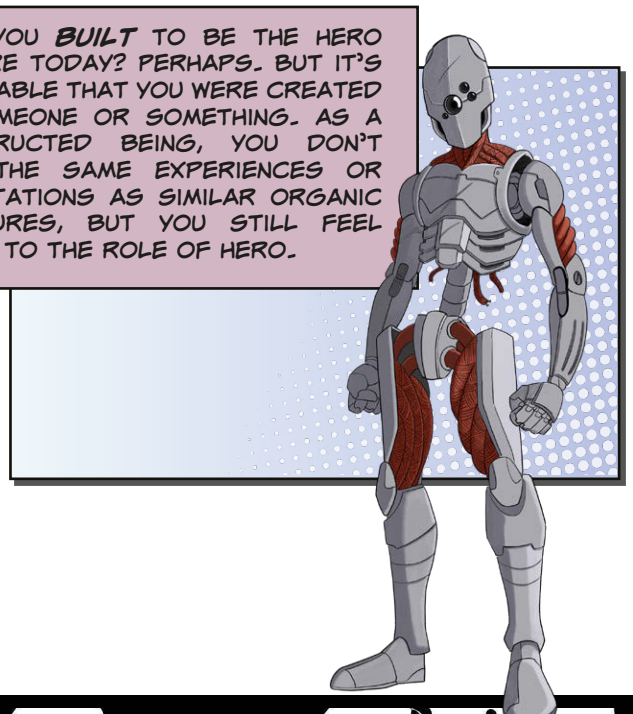
20 CREATED

Assign d12 and d6 to two of these qualities:
- Alertness
- Science
- Technology
- Select from Physical qualities category

Choose an Expertise principle (pages 127-130).

Roll d10 d10 and d6 for power source selection.

WERE YOU ***BUILT*** TO BE THE HERO YOU ARE TODAY? PERHAPS. BUT IT'S UNDENIABLE THAT YOU WERE CREATED BY SOMEONE OR SOMETHING. AS A CONSTRUCTED BEING, YOU DON'T HAVE THE SAME EXPERIENCES OR EXPECTATIONS AS SIMILAR ORGANIC CREATURES, BUT YOU STILL FEEL DRAWN TO THE ROLE OF HERO.



EXAMPLE

1 *After picking the Anachronistic background, Christopher selects two qualities from History, Magical Lore, Technology, or any Physical quality category. He puts d10 into History (Jim has personally visited various years) and d8 into Ranged Combat from the Physical qualities category (for his gunslinging past.) Christopher records those entries on the Qualities section of the hero sheet.*

2 *Next, Christopher looks at the list of Esoteric principles. After some consideration, he settles on Principle of the Time Traveler, since Jim is a man out of time. On the front of Jim's hero sheet, Christopher fills in the During Roleplaying, Minor Twist, and Major Twist sections. Then, he goes to the ability section on the second page of the hero sheet to fill in the Green ability.*

3 *Having finished those choices, Christopher rolls d10 d8 6 for his power source, as directed by the Anachronistic entry.*

1

DIE TYPE	QUALITIES	DIE TYPE
	History	d10
	Ranged Combat	d8

STA
GREEN
YELLOW

PRINCIPLE OF Time Traveler

DURING ROLEPLAYING

You are far from your own time and are often unsure how to act in this time. You have an innate sense for when time is not quite right in the era you're in.

MINOR TWIST

What detail of this era did you not previously know about?

MAJOR TWIST

What effects are happening as you discorporate in time?

2

GRE

	Principle of		
	Principle of the Time Traveler	A	Overcome a problem using knowledge

ICON	NAME	TYPE	GAME TEXT

3



Power Sources Quick Reference

#	Power Source	Powers	Dice	Page
1	ACCIDENT	Any Athletic, Elemental/Energy, Intellectual, Materials, Psychic, or Self Control	12 6	57
2	TRAINING	Gadgets, Signature Vehicle, Signature Weaponry, or any Athletic or Intellectual	10 8 8	58
3	GENETIC	Agility, Flight, Signature Weaponry, Strength, Vitality, any Intellectual or Psychic	10 8 8	58
4	EXPERIMENTATION	Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility or Self Control	8 8 8	59
5	MYSTICAL	Awareness, Flight, Presence, Signature Weaponry, Teleportation, any Elemental/Energy, Materials, Psychic, or Self Control	10 8 8	59
6	NATURE	Animal Control, Cold, Electricity, Fire, Flight, Leaping, Shapeshifting, Swimming, Swinging, Wall-Crawling, Weather, any Athletic or Materials	10 8 8	60
7	RELIC	Awareness, Intuition, Signature Vehicle, Signature Weaponry, any Elemental/Energy, Materials, Mobility, Psychic, or Self Control	10 10 6	61
8	POWERED SUIT	Power Suit (required), Awareness, Cold, Elasticity, Electricity, Fire, Lightning Calculator, Nuclear, Part Detachment, Signature Vehicle, Signature Weaponry, any Athletic or Mobility	10 6 6	62
9	RADIATION	Nuclear, Signature Vehicle, Signature Weaponry, any Athletic, Self Control, or Technological	10 8 6	63
10	TECH UPGRADES	Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, or Technological	10 8 8	64
11	SUPERNATURAL	Awareness, Cold, Electricity, Fire, Infernal, Plants, Presence, Radiant, Strength, Transmutation, Vitality, Weather, any Mobility, Psychic, or Self Control	10 10 6	65
12	ARTIFICIAL BEING	Inventions, Robotics, Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, or Self Control	10 8 8	66
13	CURSED	Signature Weaponry, any Athletic, Elemental/Energy, Materials, or Self Control	12 6	67
14	ALIEN	Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, Psychic, or Technological	8 8 8	67
15	GENIUS	Inventions, Robotics, Signature Vehicle, Signature Weaponry, any Intellectual	10 6 6	68
16	COSMOS	Cosmic, Intuition, Signature Vehicle, Signature Weaponry, any Mobility, Psychic, Self Control, or Technological	10 8 8	68
17	EXTRADIMENSIONAL	Cosmic, Duplication, Infernal, Intangibility, Invisibility, Radiant, Signature Vehicle, Signature Weaponry, Transmutation, Teleportation, any Intellectual, or Psychic	12 6	69
18	UNKNOWN	Any Elemental/Energy, Intellectual, Materials, Self Control, or Technological	10 8 6	69
19	HIGHER POWER	Any Athletic, Elemental/Energy, Material, Psychic, or Self Control	10 8 8	70
20	THE MULTIVERSE	Awareness, Cosmic, Intuition, Speed, any Psychic, Self Control, or Teleportation	10 8 6	70

STEP 2 POWER SOURCES

Your power source is what changed you into a hero and what fuels your powers, super or otherwise.

At the end of the background step, you were given a set of dice to roll. Use those dice to select an entry on the power sources table by using the result of a single one of those dice or by adding any two of them together.

You also need the size (but not the values you rolled) of those same dice to assign to powers, so be sure to note those as well.

EXAMPLE

The 10 and 8 and 6 from Anachronistic produce a 7, 6, and 3. This gives Christopher the following options: Genetic (3), Nature (6), Relic (7), Radiation (3+6=9), Tech Upgrades (3+7=10), or Cursed (6+7=13).

Jim Brooks was implanted with cybernetic components in a distant future in an alternate timeline, so Tech Upgrades makes the most sense.

1 ACCIDENT

AN EXTERNAL SOURCE CAUSED YOU TO MANIFEST POWERS OR PERHAPS THE CURE FOR AN ACCIDENT CAUSED IT.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Materials powers category
- Select from Psychic powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Area Alteration	A	[Boost or Hinder] any number of nearby targets using [power]. Use your Max die.
	Inflict	A	Attack using [power]. Hinder that same target using your Min die.
	Reflexive Burst	R	When your personal zone changes, Attack all close enemy targets by rolling your single [power] die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Ambush Awareness	R	If you haven't yet acted in an action scene, you may Defend against an Attack by rolling your single [power] die.
	Change in Circumstance	R	When you change personal zones, you may Boost by rolling your single [power] die.
	Immunity	I	You do not take damage from [energy/element].

Roll 12 and 6 for archetype selection.

INTRO
PLAYING THE GAME
CREATING HEROES
MODERATING THE GAME
THE BULLPEN
ADVENTURE ISSUES
THE ARCHIVES
APPENDICES

2 TRAINING

THE SOURCE OF YOUR POWERS IS THE RESULT OF YOUR HARD WORK, DEDICATION, AND LONG HOURS.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Gadgets
- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Intellectual powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Always Be Prepared	A	Boost yourself using [power]. That bonus is persistent and exclusive. Then, Attack using your Min die. You may use the bonus you just created on that Attack.
	Reactive Field	R	When you are attacked by a nearby enemy, the attacker also takes an equal amount of damage.
	Flowing Fight	A	Attack using [power]. Use your Mid die to Attack one extra target for each bonus you have. Apply a different bonus to each Attack.

When you move to the next step, select an extra quality from that archetype's list at d8.

Roll d10 and d8 d8 for archetype selection.

3 GENETIC

MUTATIONS IN YOUR DNA HAVE CAUSED YOU TO DEVELOP UNUSUAL ABILITIES.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Agility
- Flight
- Signature Weaponry
- Strength
- Vitality
- Select from Intellectual powers category
- Select from Psychic powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Danger Sense	R	When damaged by an environment target or a surprise Attack, Defend by rolling your single [power] die.
	Adaptive	A	Boost yourself using [power], then either remove a penalty on yourself or Recover using your Min die.
	Area Assault	A	Attack multiple targets using [power], using your Min die against each.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Growth	A	Boost yourself using [quality]. That bonus is persistent and exclusive.
	Rally	A	Attack using [quality]. Other nearby heroes in the Yellow or Red zone Recover equal to your Min die.

Roll d10 and d8 d8 for archetype selection.

4 EXPERIMENTATION

YOUR POWERS WERE CREATED IN A LAB AND HAD SOME UNEXPECTED SIDE EFFECTS.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Signature Weaponry
- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Personal Upgrade	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive.
	Misdirection	R	When a nearby hero in the Yellow or Red zone would take damage, Defend against that damage by rolling your single [power] die, then redirect any remaining damage to a nearby minion of your choice.
	Throw Minion	A	Attack a minion using [power] The result of the minion's save Attacks another target of your choice.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Overpower	I	Whenever you are Boosted, increase that bonus by +1. Then, if that bonus is +5 or higher, take damage equal to that bonus and remove it.
	Unflagging	I	At the start of your turn, remove a penalty on yourself.

Roll 8 8 8 for archetype selection.

5 MYSTICAL

YOUR MAGICAL TRAINING OR ALTERATION BY MAGIC GIVES YOU YOUR POWERS.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Awareness
- Flight
- Presence
- Signature Weaponry
- Teleportation
- Select from Elemental/Energy powers category
- Select from Materials powers category
- Select from Psychic powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Modification Wave	A	Boost or Hinder using [power], and apply that mod to multiple nearby targets.
	Mystic Redirection	R	When another hero in the Yellow or Red zone would take damage, you may redirect it to yourself and Defend against it by rolling your single [power] die.
	Sever Link	A	Overcome an environmental challenge using [power]. Use your Max die. Either remove any penalty in the scene or Boost equal to your Mid die.

Gain an Information quality and assign a 10 to it.

Roll 10 and 8 8 for archetype selection.

6 NATURE

THE POWER OF NATURE FLOWS THROUGH YOU.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Animal Control
- Cold
- Electricity
- Fire
- Flight
- Leaping
- Shapeshifting
- Swimming
- Swinging
- Wall-Crawling
- Weather
- Select from Athletic powers category
- Select from Materials powers category

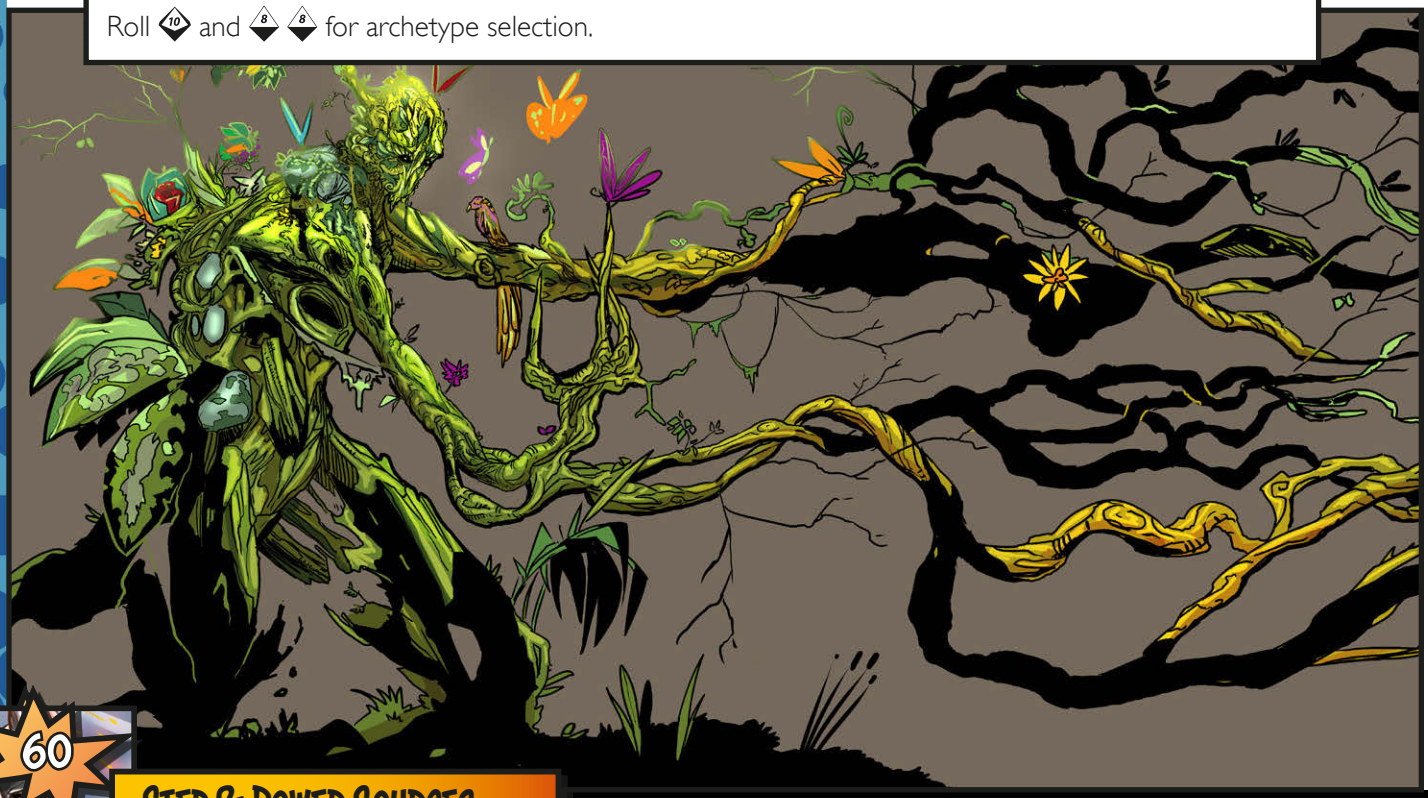
Gain **two** of these Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Call to the Wild	A	Gain a d8 minion. It takes its turn before yours, but goes away at the end of the scene. You may only have one such minion at a time.
	Predator's Eye	A	Attack using [power]. Use your Max+Min dice. Then gain a Boost using your Mid die. The target of the Attack gains a bonus of the same size.
	Wild Strength	R	When you defeat a minion, roll that minion's die and Boost yourself using that roll to create a bonus for your next action.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Grasping Vines	A	Hinder using [power]. Use your Max die. You may split that penalty across multiple nearby targets.
	Natural Weapon	A	Attack using [power]. Use your Max die.

Roll d10 and d8 d8 for archetype selection.



7 RELIC

AN OBJECT (OR COLLECTION OF OBJECTS) OF MYSTICAL SIGNIFICANCE EITHER GRANTS YOU POWERS OR ALTERED YOU TO GIVE YOU POWERS.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Awareness
- Intuition
- Signature Vehicle
- Signature Weaponry
- Select from Elemental/Energy powers category
- Select from Materials powers category
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Self Control powers category

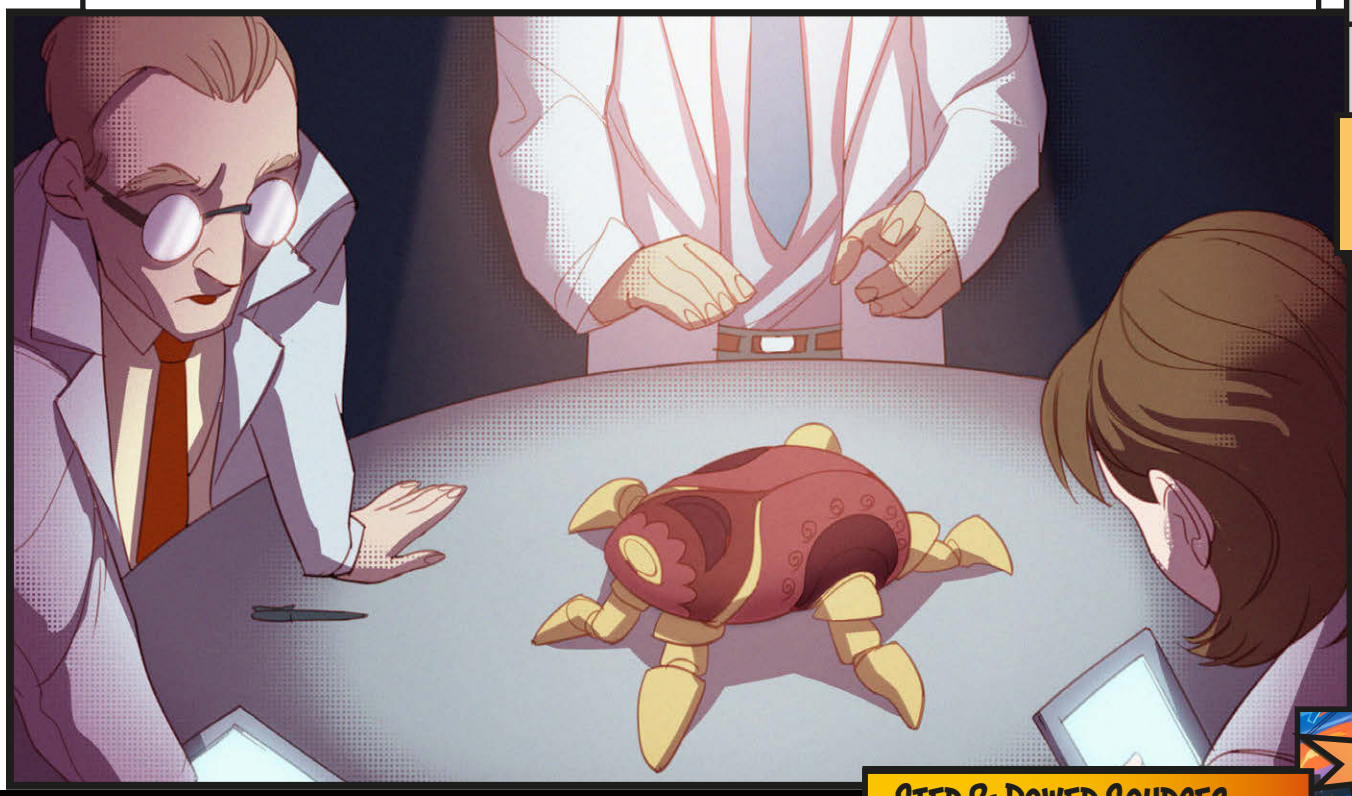
Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Harvest Life Force	A	Attack using [power]. Use your Min die. Take damage equal to your Mid die, and one nearby ally Recovers Health equal to your Max die.
	Magical Shield	R	When another hero in the Yellow or Red zone would take damage, you may Defend them by rolling your single [power] die.
	Momentary Power	A	Boost yourself using [power]. Use your Max die. Hinder a nearby opponent with your Min die.
	Relic Drain	A	Hinder using [power]. Also Recover Health equal to your Min die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Draw Power	A	Boost yourself using [power]. That bonus is persistent and exclusive.
	Punishment	I	Whenever you Attack an enemy that has inflicted a penalty on you, treat that penalty as if it were a bonus for the purpose of that Attack.

Roll 10 10 and 6 for archetype selection.



8 POWERED SUIT

AN ENGINEERED SUIT PROVIDES YOU WITH YOUR POWERS, AND MAY EVEN BE IMPORTANT TO KEEPING YOU ALIVE.

Assign one die to the power Power Suit.

Assign the rest of the dice you rolled at the end of the background step to the following powers:

- Awareness
- Cold
- Elasticity
- Electricity
- Fire
- Lightning Calculator
- Nuclear
- Part Detachment
- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Mobility powers category

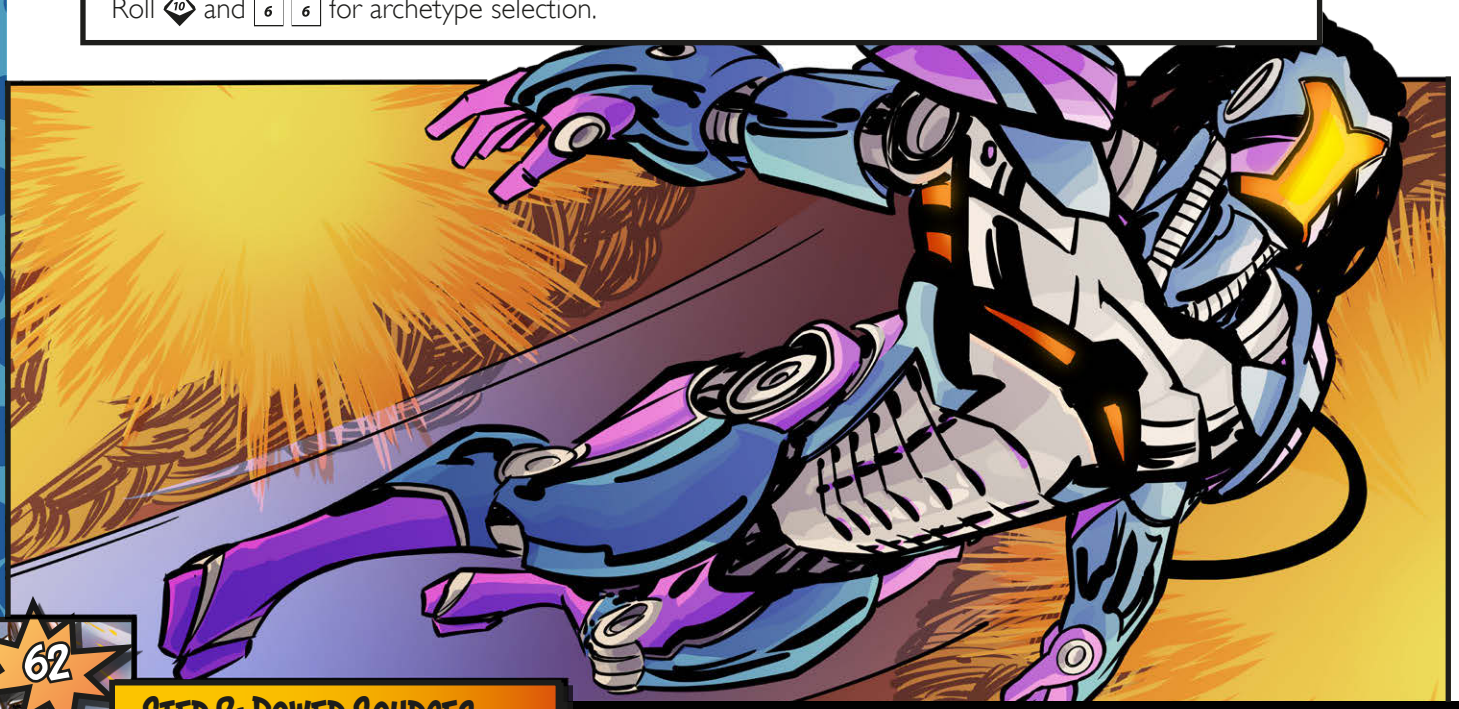
Gain **two** of these Yellow abilities, each using a different power:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Energy Converter	R	When you take damage from [element/energy], treat the amount of damage you take as a Boost action for yourself.
	Explosive Attack	A	Attack up to three different targets using [power]. Apply your Max die to one, your Mid die to another, and your Min die to the third. If you roll doubles, take a minor twist or take irreducible damage equal to that die.
	Onboard Upgrade	A	Boost yourself using Power Suit. Use your Min+Mid dice. That bonus is persistent and exclusive.

Gain **one** of these Green abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Damage Reduction	I	Reduce [physical or energy] damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Diagnostic Subroutine	I	Whenever your status changes due to a change in your current Health, you may remove a penalty on yourself.

Roll 10 and 6 6 for archetype selection.



9 RADIATION

EXPOSURE TO RADIATION HAS CHARGED YOUR SYSTEM AND GIVEN YOU NEW ABILITIES.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Nuclear
- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Self Control powers category
- Select from Technological powers category

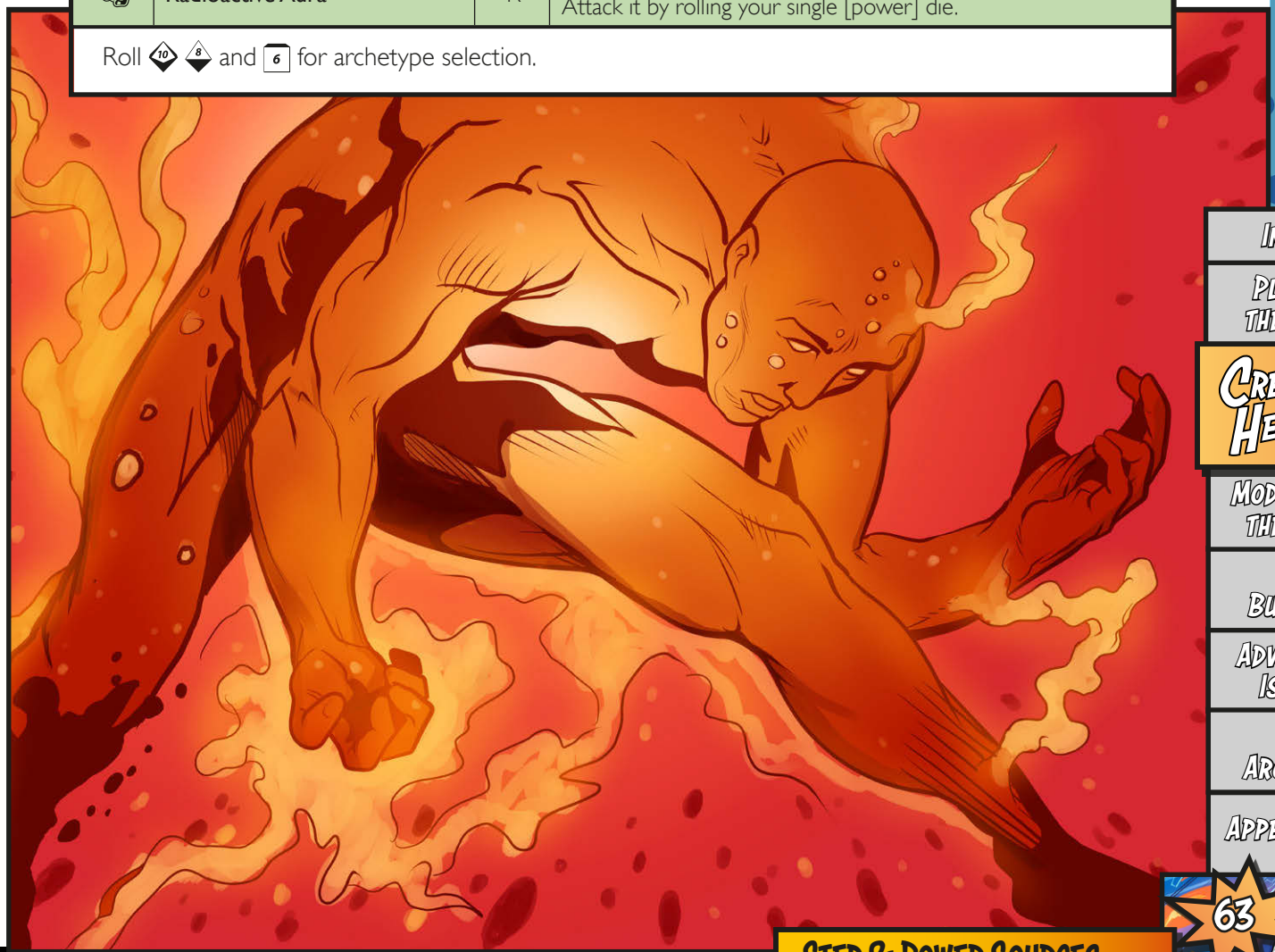
Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Radioactive Recharge	A	Boost yourself using [power]. Then, either remove a penalty on yourself or Recover using your Min die.
	Unstable Reaction	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.
	Wither	A	Attack using [power]. Hinder that target using your Max die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Charged Up	I	Whenever you roll a 1 on one or more dice, you may reroll those dice. You must accept the result of the reroll.
	Dangerous Lash	A	Attack multiple targets using [power], applying your Min die to each. If you roll doubles, also attack an ally using your Mid die.
	Radioactive Aura	R	When a new target enters the scene close to you, you may Attack it by rolling your single [power] die.

Roll d10 d8 and d6 for archetype selection.



10 TECH UPGRADES

YOU HAVE TECHNOLOGICAL UPGRADES AND IMPLANTS THAT GIVE YOU YOUR POWERS.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Technological powers category

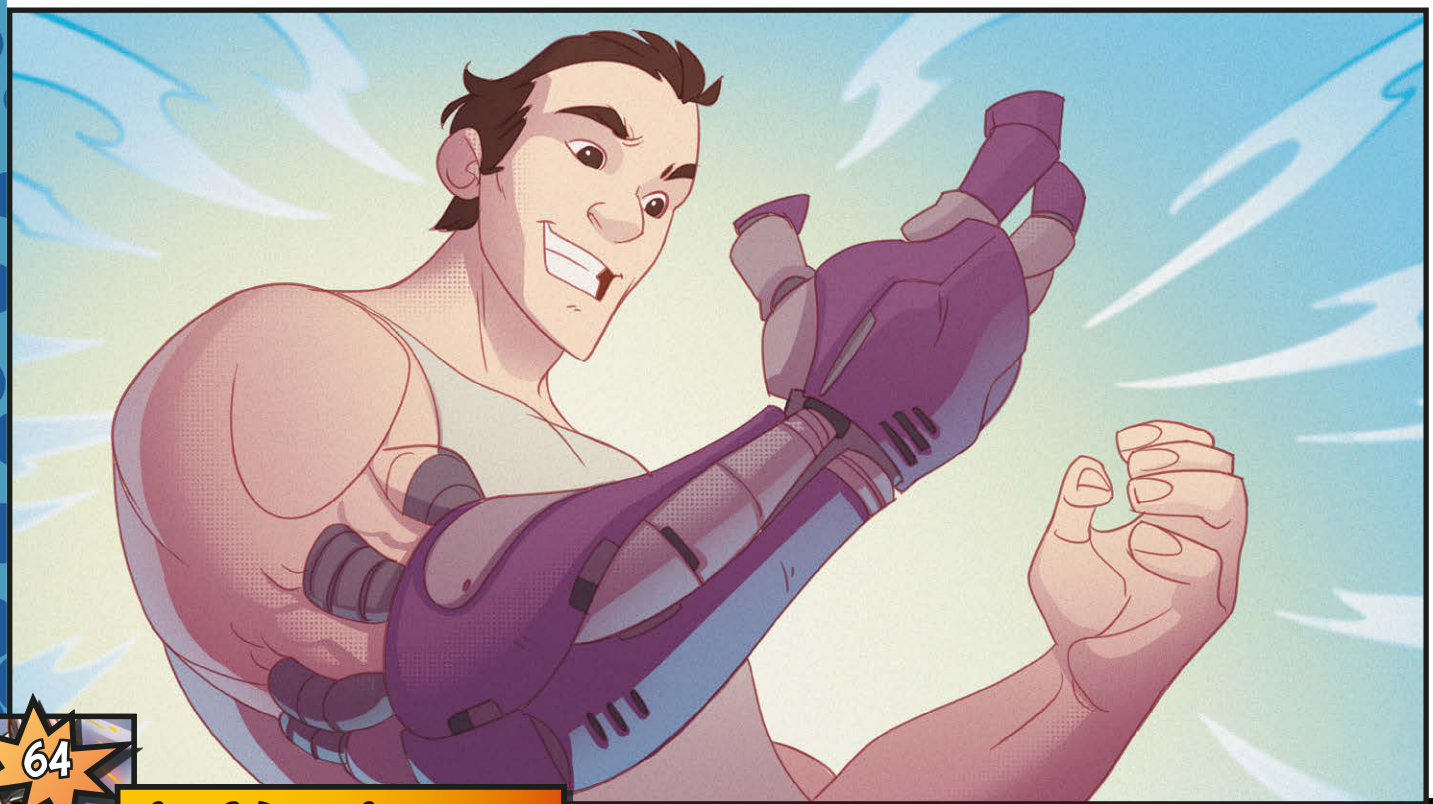
Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Energy Burst	A	Attack multiple targets using [power], using your Min die against each.
	Recharge	A	Boost yourself using [power]. Then, either remove a penalty on yourself or Recover using your Min die.
	Techno-Absorb	I	When you would take damage from [element/energy], you may Recover that amount of Health instead.
	Tactical Analysis	R	When Attacked, treat the amount of damage you take as a Boost action for yourself.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Indiscriminate Fabrication	A	Boost using [power], assigning your Min, Mid, and Max dice to 3 different bonuses, one of which must be given to an enemy.
	Organi-Hack	A	Attack a target using [power]. Hinder that target with your Min die.

Roll d10 and d8 d8 for archetype selection.



11 SUPERNATURAL

IN SOME WAY, YOU HAVE PIERCED THE VEIL OF LIFE AND REALITY AND BROUGHT BACK POWER.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Awareness
- Cold
- Electricity
- Fire
- Infernal
- Plants
- Presence
- Radiant
- Strength
- Transmutation
- Vitality
- Weather
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Area Healing	A	Boost an ally using [power]. You and nearby heroes in the Yellow and Red zones Recover Health equal to your Min die.
	Mass Modification	A	Boost or Hinder using [power], and apply that mod to multiple close targets.
	Personal Upgrade	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive.
	Reach through Veil	R	When a nearby ally would take damage, Defend that ally by rolling your single status die, and move them elsewhere in the same scene.

Gain **one** power not on the above list. Assign it 10.

Roll 10 10 and 6 for archetype selection.



12 ARTIFICIAL BEING

YOU WERE CREATED, NOT BORN, AND YOUR ABILITIES SIMPLY STEM FROM YOUR MAKEUP.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Inventions
- Robotics
- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Self Control powers category

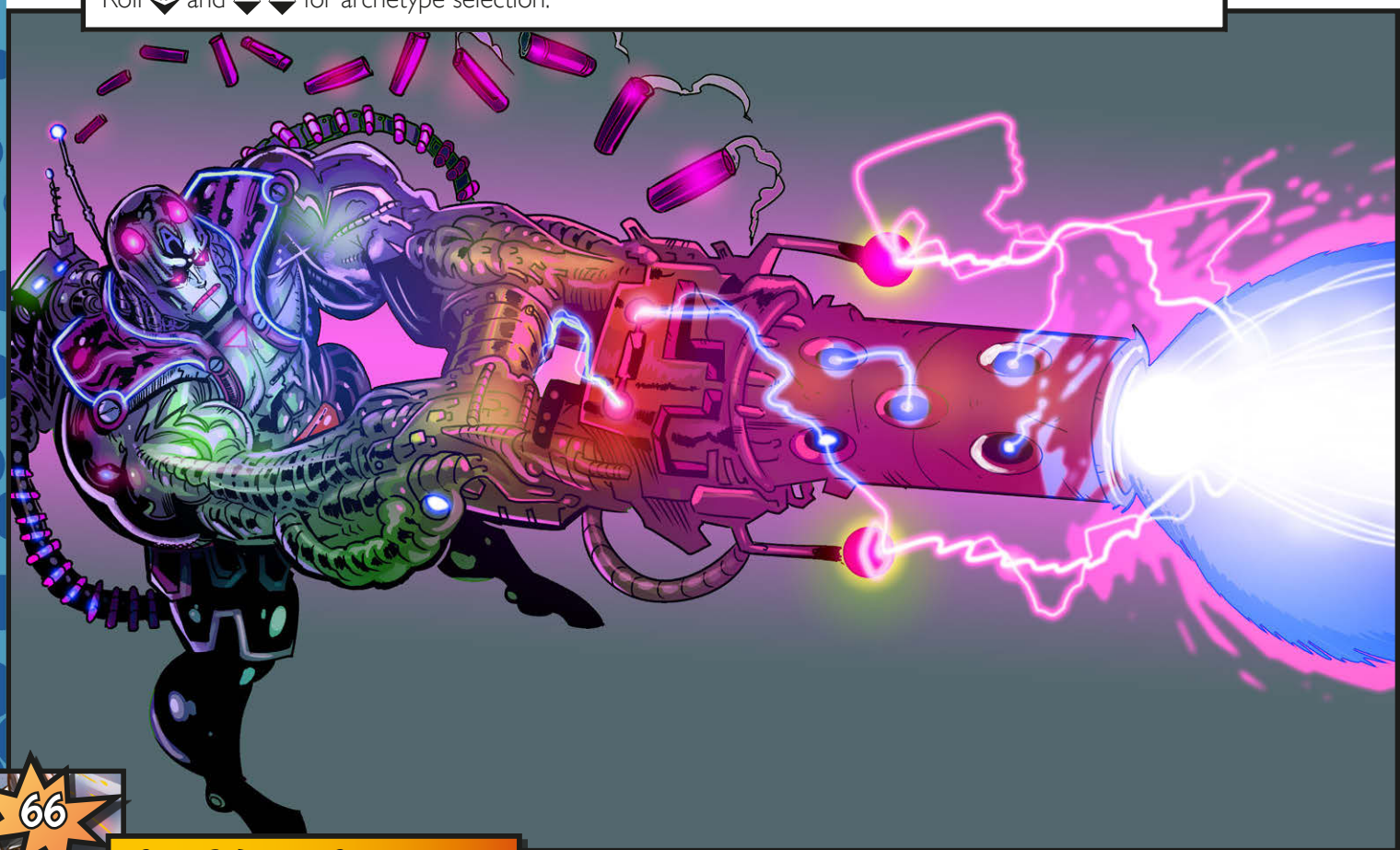
Gain **two** of these Yellow abilities, each using a different power:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Created Immunity	I	When you would take damage from [element/energy], you may Recover that amount of Health instead.
	Multiple Assault	A	Attack using [power] against multiple targets, using your Min die against each.
	Recalculating...	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.

Gain **one** of these Green abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Created Form	I	Reduce physical damage to yourself by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Intentionality	I	Whenever you roll a 1 on one or more dice, you may reroll those dice. You must accept the result of the reroll.

Roll d10 and d8 d8 for archetype selection.



13 CURSED

A SUPERNATURAL CURSE HAS BEEN INFLICTED UPON YOU OR YOUR FAMILY LINE, GRANTING BOTH BOONS AND BANES.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Signature Weaponry
- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Materials powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Attunement	I	When you would take damage from [element/energy], you may Recover that amount of Health instead.
	Costly Strength	A	Boost all nearby allies using [power]. Use your Max+Mid dice. Hinder yourself with your Min die.
	Cursed Resolve	A	Boost yourself using [power]. Then, either remove a penalty on yourself or Recover using your Min die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Double Edged Luck	I	Whenever you roll a 1 on one or more dice, you may reroll those dice. You must accept the result of the reroll.
	Extremes	I	Whenever you roll a die's max value, treat that value as 1 higher. When you roll a 1 on a die, treat that die as if it had rolled a 0.

Roll d12 and d6 for archetype selection.

14 ALIEN

YOU ARE NOT FROM EARTH, THOUGH YOUR POWERS MIGHT NOT BE ALL THAT UNUSUAL WHERE YOU COME FROM. OR YOU'VE BEEN GRANTED ABILITIES BY AN EXTRATERRESTRIAL SOURCE.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Technological powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Alien Boost	A	Boost all nearby allies using [power]. Use your Max+Mid dice. Hinder yourself with your Min die.
	Empower and Repair	A	Boost, Hinder, Defend, or Attack using [power]. You and all nearby heroes in the Yellow or Red zone Recover Health equal to your Min die.
	Halt	R	When you are Attacked at close range, Defend yourself by rolling your single [power] die.

Then, upgrade one d6 power or quality to d8. If you have no d6 powers, instead add a new power from the above list at d6.

Roll d8 d8 d8 for archetype selection.

15 GENIUS

THE SOURCE OF YOUR POWERS IS YOUR BRILLIANT MIND. YOU HAVE PUT YOUR STAGGERING INTELLECT TO THE TASK OF FIGHTING CRIME.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Inventions
- Robotics
- Signature Vehicle
- Signature Weaponry
- Select from Intellectual powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	A Plan For Everything	R	When you are attacked, first roll your single [power] die. Defend yourself with that roll. Then, Boost yourself using that roll.
	Expanded Mind	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Then Attack using your Min die.
	Overwhelming Vision	A	Attack using [power]. Then, if the target of the Attack survived, also Attack that target with your Max die. Otherwise, Recover an amount of Health equal to your Min die.

Select an extra quality from the Information or Mental quality categories at d10.

Roll d10 and d6 d6 for archetype selection.

16 COSMOS

EXPOSURE TO FORCES FROM BEYOND THE STARS HAVE CHANGED YOU.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Cosmic
- Intuition
- Signature Vehicle
- Signature Weaponry
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Self Control powers category
- Select from Technological powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Cosmic Ray Absorption	I	If you would take damage from [element/energy you have a related power for], instead reduce that damage to 0 and Recover that amount of Health.
	Encourage	A	Attack using [power]. Boost all nearby heroes taking Attack or Overcome actions using your Min die until your next turn.
	Mass Effect	A	Boost or Hinder using [power] and apply that mod to multiple close targets.

Downgrade **one** d8 d10 or d12 power one die size and upgrade one d6 d8 or d10 power one die size.

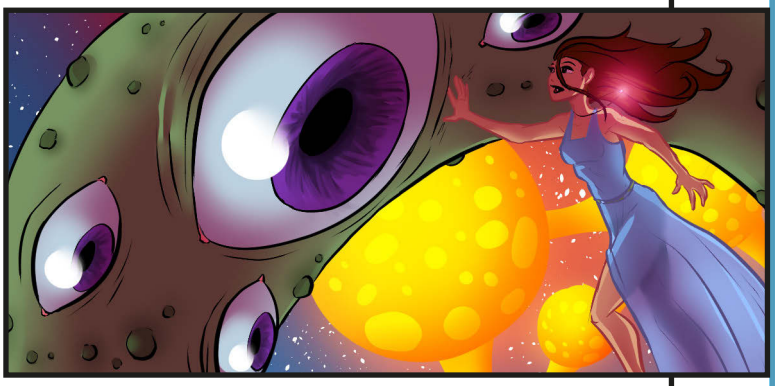
Roll d10 and d8 d8 for archetype selection.

17 EXTRADIMENSIONAL

EXPOSURE TO SIDE DIMENSIONS LIKE THE REALM OF DISCORD HAS LEFT ITS MARK ON YOU.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Cosmic
- Duplication
- Infernal
- Intangibility
- Invisibility
- Radiant
- Signature Vehicle
- Signature Weaponry
- Transmutation
- Teleportation
- Select from Intellectual powers category
- Select from Psychic powers category



Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Absorb Essence	R	When you defeat a minion, roll that minion's die and Boost yourself using that roll.
	Aura of Pain	A	Attack multiple targets using [power]. Then, take irreducible damage equal to the number of targets hit.
	Bizarre Strike	A	Attack using [power]. Use your Max die. Hinder that target with your Mid die. Hinder yourself with your Min die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Attune	A	Boost yourself using [power]. That bonus is persistent and exclusive. Damage dealt using that bonus is all [energy/element].
	Extrasensory Awareness	R	When you would take damage that would change your zone, Defend against that damage by rolling your single [quality] die.

Roll 12 and 6 for archetype selection.

18 UNKNOWN

YOU DON'T KNOW THE SOURCE OF YOUR POWERS: THEY EITHER JUST MANIFESTED ONE DAY, OR HINT AT A BIGGER MYSTERY.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Select from Elemental/Energy powers category
- Select from Intellectual powers category
- Select from Materials powers category
- Select from Self Control powers category
- Select from Technological powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Brainstorm	A	Attack using [power]. Hit one target using your Min die, another target with your Mid die, and Boost using your Max die.
	Strange Enhancement	A	Boost all nearby allies using [power] using your Max+Mid dice. Hinder yourself with your Min die.
	Volatile Creations	R	When one of your bonuses, penalties, or other creation of your powers is destroyed, deal a target damage equal to the roll of your [power] die.

Gain a Social quality at 8.

Roll 10 8 and 6 for archetype selection.

19 HIGHER POWER

YOU HAVE BEEN CHOSEN BY A HIGHER FORCE OR ARE A BEING FROM ANOTHER REALM. YOUR POWERS ARE A REFLECTION OF YOUR CALLING OR TRUE FORM.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Select from Athletic powers category
- Select from Elemental/Energy powers category
- Select from Materials powers category
- Select from Psychic powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Command Power	R	When you take damage from [elemental/energy], you may deal that much damage to another target.
	Dangerous Explosion	A	Attack multiple targets using [power]. Use your Mid die. Hinder all targets damaged by this ability with your Min die. Hinder yourself with your Max die.
	Embolden	A	Attack using [power], and Boost all nearby heroes taking [choose two basic actions] using your Min die until your next turn.
	Resolve	A	Boost yourself using [power], then remove a penalty on yourself or Recover using your Min die.

Gain **one** of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Resilience	I	At the start of your turn, remove any -1 penalties on you.
	Twist Reality	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.

Roll d10 and d8 d8 for archetype selection.

20 THE MULTIVERSE

YOU HAVE TRAVELED OR BEEN FLUNG THROUGH THE REALMS OF TIME AND SPACE. WITHOUT THE MULTIVERSE ITSELF, YOU WOULD NOT BE WHO YOU ARE NOW.

Assign all the dice you rolled at the end of the background step to any of the following powers:

- Awareness
- Cosmic
- Intuition
- Speed
- Teleportation
- Select from Psychic powers category
- Select from Self Control powers category

Gain **two** of these Yellow abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Power From Beyond	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Then, Attack using your Min die.
	Respond In Kind	R	When you are hit with an Attack at close range, the attacker also takes damage equal to their effect die.
	Dread Pallor	A	Hinder multiple targets using [power]. Use your Mid die for one and your Min die for the rest.
	Reality Scorned	A	Attack using [power]. If your target survived, Hinder them using your Max die.

Gain **one** extra power from any category at 6.

Roll d10 d8 and 6 for archetype selection.



EXAMPLE

As the first part of this section, Christopher is told to assign all the dice he rolled at the end of the background step to any of the following powers: Signature Vehicle, Signature Weaponry, or to select from any Athletic, Elemental/Energy, Intellectual, Mobility, or Technological powers categories.

Christopher had rolled d10 d8 and d6, so those are the dice he has to assign. First, Jim needs his trusty sidearm: the Time Revolver. It's not an incredibly strong weapon, but better than your average gun, so he assigns d8 to Signature Weaponry. The Powers and Quailties chart notes that Signature Weaponry requires customization to the hero, so he writes Time Revolver d8 under Powers.

Then, Christopher decides ol' Jim needs something to represent his cybernetic arm. While there's no power specifically called Cyborg Arm, the description of Power Suit seems awfully close (see Technological Powers on page 118). With his GM's permission, he renames it Power Arm and assigns d10, writing Power Arm d10 under Powers.



With the d6, Christopher decides to get a Signature Vehicle — in this case, Jim's robot horse Masadah. He writes Robot Horse d6 under Powers.

Jim gets two Yellow abilities, each tied to a different power. First, he decides on Energy Burst for when he needs to blast a whole group of guys at once. He must choose a power to go with it, so he picks his Time Revolver. Finally, he renames it something appropriate to the hero — Fan the Hammer instead of Energy Burst. If he hadn't thought of a good name for the ability yet, he could've filled it in later.

He writes the completed ability in the Yellow abilities section on his hero sheet::

ICON	NAME	TYPE
	Fan the Hammer	A
GAME TEXT		
Attack multiple targets using Time Revolver, using your Min die against each.		

He selects another Yellow ability from the list, using a different power. He takes Recharge to represent his newfound ability to manipulate time around himself a bit. He assigns his Power Arm to it and renames it appropriately, writing this completed Yellow ability on his sheet:

ICON	NAME	TYPE
	Localized Acceleration	A
GAME TEXT		
Boost yourself using Power Arm. Then, either remove a penalty on yourself or Recover using your Min die.		

The next step is to get a Green ability from his power source. He takes Organi-Hack, assigned to Power Arm (the two Yellow abilities need to use different powers, but the Green does not.). The Green ability on his hero sheet is recorded as:

ICON	NAME	TYPE
	Sit a Spell	A
GAME TEXT		
Attack a target using Power Arm. Hinder that target with your Min die.		

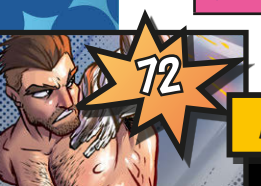
Now, he can use that ability to punch an opponent with his robot arm, and slow them down in the process.

Christopher rolls d10 and d8 d8 for archetype selection, and gets:



Archetypes Quick Reference

#	Archetype	Powers / Qualities	Principle	Page
1	SPEEDSTER	Speed (required), Agility, Intangibility, Lightning Calculator, Vitality, any Mobility powers / any Mental or Physical qualities	Expertise	73
2	SHADOW	Stealth (required), Intangibility, Invisibility, Signature Weaponry, any Athletic powers / any Physical qualities	Expertise	74
3	PHYSICAL POWERHOUSE	Strength (required), Density Control, Leaping, Signature Weaponry, Size-Changing, any Athletic powers / any Physical or Social qualities	Expertise	75
4	MARKSMAN	Signature Weaponry (required), Signature Vehicle, Swinging, any Athletic, Intellectual powers, or Technological powers / any Information, Mental, or Physical qualities	Responsibility	76
5	BLASTER	Elemental/Energy (required), Signature Weaponry, any Elemental/Energy, Mobility, or Technological powers / any Mental or Physical qualities	Esoteric	77
6	CLOSE QUARTERS COMBAT	Close Combat quality (required); Signature Weaponry, any Athletic, Mobility powers, or Technological powers / any Physical or Social qualities	Responsibility	78
7	ARMORED	Signature Vehicle, Signature Weaponry, any Athletic, Intellectual, Materials, Mobility, or Technological powers / any Physical or Social qualities	Expertise	79
8	FLYER	Flight or Signature Vehicle (required), Signature Vehicle, Signature Weaponry, any Athletic, Mobility, or Technological powers / Information or Physical qualities	Ideals	80
9	ELEMENTAL MANIPULATOR	Elemental/Energy (required), Absorption, Flight, Leaping, Swimming, Signature Vehicle, Signature Weaponry, Transmutation, any Elemental/Energy powers/ Magical Lore, Science, any Mental or Physical qualities	Esoteric	81
10	ROBOT/ CYBORG	Signature Vehicle, Signature Weaponry, any Athletic, Intellectual, Mobility, Self Control, Technological powers / any Information or Mental qualities	Expertise	82
11	SORCERER	Any Elemental/Energy, Materials, Mobility, Psychic powers, or Self Control powers / any Information or Mental qualities	Esoteric	83
12	PSYCHIC	Any Psychic power (required), any Intellectual, Materials, Psychic, or Self Control powers / any Information or Mental qualities	Esoteric	84
13	TRANSPORTER	Any Mobility power or Signature Vehicle (required), any Athletic, Mobility, Psychic powers, or Technological powers / any Physical or Social qualities	Expertise	85
14	MINION-MAKER	Duplication, Inventions, Part Detachment, Robotics any Elemental/Energy, Materials powers / any Information or Mental qualities	Expertise	86-88
15	WILD CARD	Signature Vehicle, or Signature Weaponry, any Athletic, Intellectual, Mobility, any Self Control powers / any Physical or Social qualities	Ideals	89
16	FORM-CHANGER	Any Self Control power (required), any Athletic, Mobility, Self Control, or Technological powers / any Information or Physical qualities	Esoteric	90-91
17	GADGETEER	Signature Vehicle, Signature Weaponry, any Intellectual power (required), Mobility, Psychic, or Technological powers / any Information or Mental qualities	Identity	92
18	REALITY SHAPER	Density Control, Intangibility, Invisibility, Speed, Teleportation, Transmutation, any Intellectual, Psychic, or Technological powers / any Information or Mental qualities	Expertise	93
19	DIVIDED	Varies	Responsibility	94-95
20	MODULAR	Varies	Varies	96-98



STEP 3 ARCHETYPES



Your archetype is how you use your powers and how you generally operate as a hero. Most teams have a variety of archetypes to ensure they all serve different roles on the team.

At the end of the power source step, you rolled a set of dice. Use those dice to select an entry on the archetypes table by using the result of one of those dice or by adding any two of them together.

You also need the size (but not the values you rolled) of those same dice to assign to powers, so be sure to note those as well.

EXAMPLE

A roll of 10, 8, and 2 gives the following options for archetype: Shadow (2), Flyer (8), Robot/Cyborg (10), Psychic (12), or Reality Shaper (18). Robot/Cyborg is a reasonable option for what the Chrono-Ranger has been in the past, but now that he has limited control over time, Christopher decides to take Reality Shaper.

1 SPEEDSTER

SORRYGOTTAGOBEINTWELVEPLACESATONCE...

Assign one of the dice you rolled at the end of the power source step to the Speed power. If you already have Speed, either skip it or swap the die with one of your new dice.

Assign one or more of the remaining dice to any of the following powers:
- Agility
- Intangibility
- Lightning Calculator
- Vitality
- Select from Mobility powers category

Assign any remaining dice to any of these qualities:
- Select from Mental qualities category
- Select from Physical qualities category

Gain **two** of the following Green abilities, each using a different power or quality from the Speedster list:

ICON	NAME	TYPE	GAME TEXT
	Always on the Move	A	Attack using [power/quality]. Defend yourself using your Min die.
	Fast Fingers	A	Boost or Hinder using [power]. Use your Max die. If you roll doubles, you may also Attack using your Mid die.
	Non-stop Assault	A	Attack multiple targets using [quality]. Use your Min die. Hinder each target equal to your Mid die.

Gain **one** of the following Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Blinding Strike	A	Attack multiple targets using [quality]. Hinder each target equal to your Min die.
	Flurry of Fists	A	Attack using [quality]. Use your Max die. If you roll doubles, use Max+Min instead.
	Supersonic Streak	A	Attack multiple targets using [power]. Use your Max die against one target, and your Mid die against each other target. If you roll doubles, take irreducible damage equal to your Mid die.
	Speedy Analysis	A	Boost multiple targets using [power]. Use your Max die.

Choose an Expertise principle.
Roll 10 10 for personality selection.

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2 SHADOW

YOU OPERATE IN THE SHADOWS VIA SUBTLETY AND GUILE.

Assign one of the dice you rolled at the end of the power source step to the Stealth quality. If you already have Stealth, either skip it or swap the die with one of your new dice.

Assign any number of the remaining dice to any of the following powers:
- Intangibility
- Invisibility
- Signature Weaponry
- Select from Athletic powers category

Assign any remaining dice to any of these qualities:
- Select from Physical qualities category

Gain **two** of these Green abilities, each using a different power or quality from the Shadow lists:

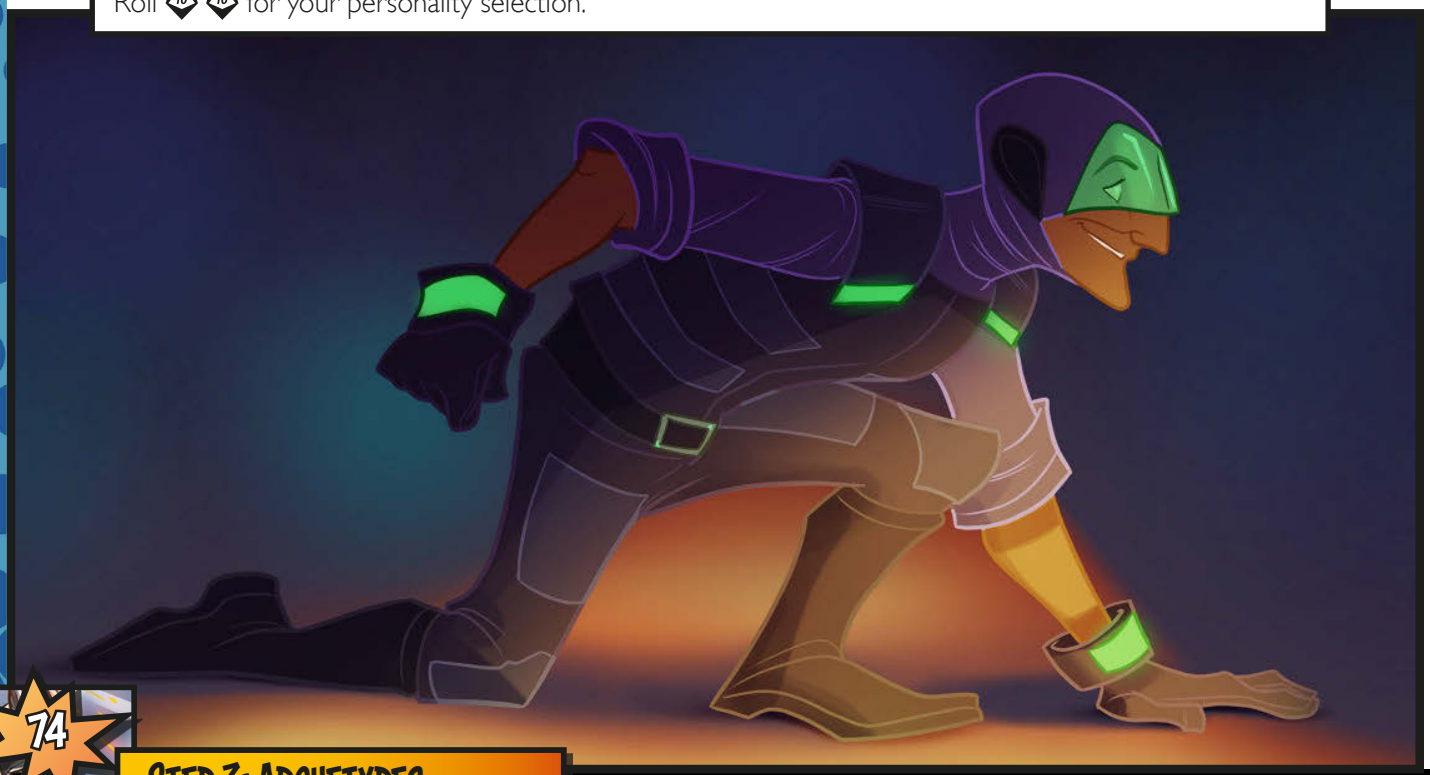
ICON	NAME	TYPE	GAME TEXT
	Sabotage	A	Attack using [power/quality]. Remove one physical bonus or penalty, Hinder a target using your Min die, or maneuver to a new location in your environment.
	Shadowy Figure	A	Attack using [power/quality]. Defend using your Min die against all Attacks until your next turn.
	Untouchable	R	When you would be dealt damage, roll a 4 while in the Green zone, 6 while in the Yellow, or 8 while in Red. Reduce the damage you take by the value rolled. Attack another target with that roll.

Gain **one** of these Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Overcome From the Darkness	A	Attack or Overcome using [power/quality]. Boost yourself using your Min die.
	Diversion	R	When you would take damage, Defend against that damage by rolling your single [power/quality] die.

Choose an Expertise principle.

Roll 10 10 for your personality selection.



3 PHYSICAL POWERHOUSE

YOU ARE THE BRUTE SQUAD.

Assign one of the dice you rolled at the end of the power source step to the Strength power. If you already have Strength, either skip it or swap the die with one of your new dice.

Assign one of the remaining dice to any of these powers:

- Density Control
- Leaping
- Signature Weaponry
- Size-Changing
- Select from Athletic powers category

Assign any remaining dice to any of these qualities:

- Select from Physical qualities category
- Select from Social qualities category

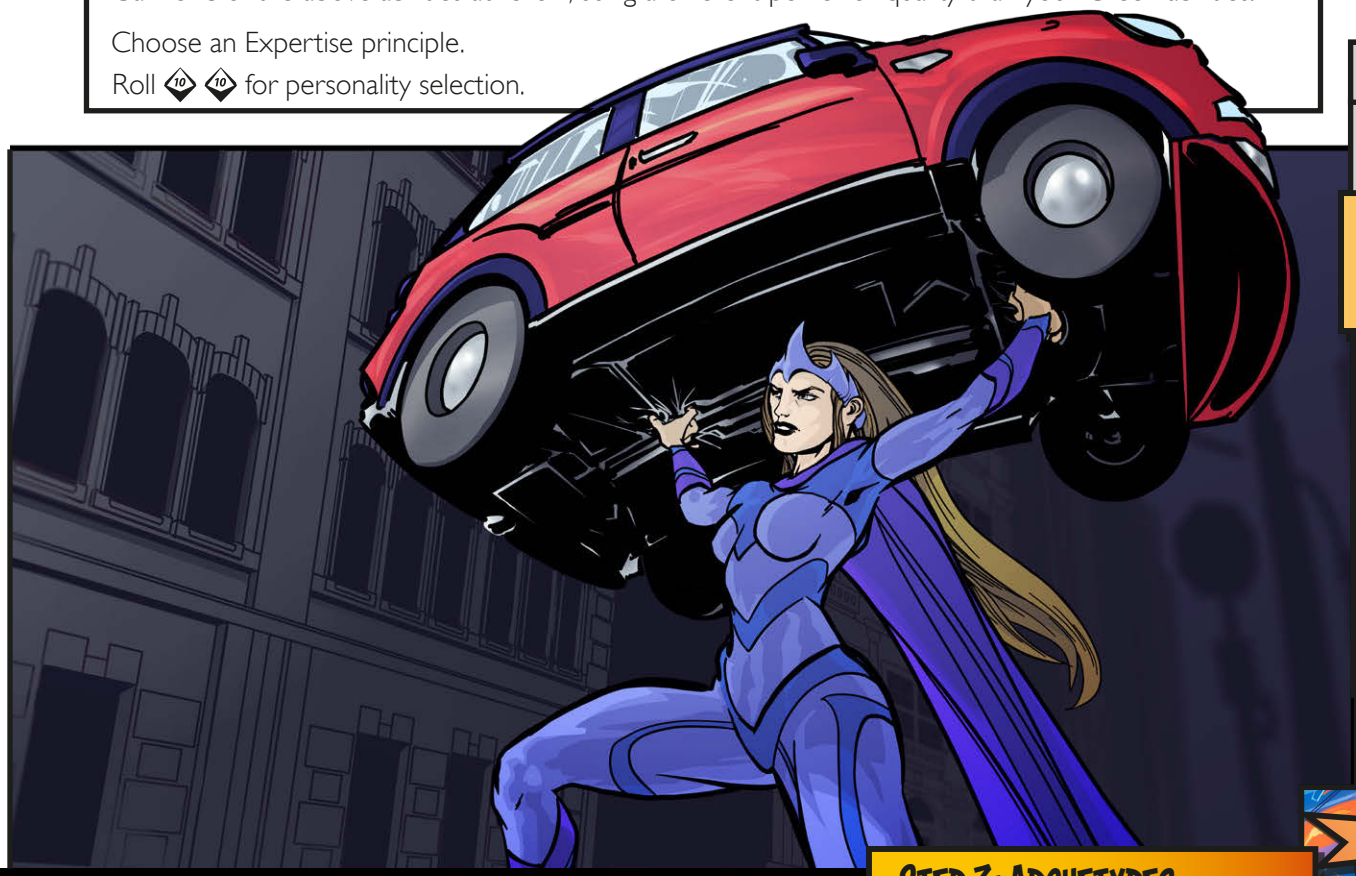
Gain **two** of the following Green abilities, each using a different power or quality from the Physical Powerhouse list (including Strength):

ICON	NAME	TYPE	GAME TEXT
	Damage Resistant	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Frontline Fighting	A	Attack using [power/quality]. The target of that Attack must take an Attack action against you as its next turn, if possible.
	Galvanize	A	Boost using [power/quality]. Apply that bonus to all hero Attack and Overcome actions until the start of your next turn.
	Power Strike	A	Attack using [power/quality] and use your Max die.
	Strength in Victory	R	When you eliminate a minion with an Attack using [power/quality], Recover Health equal to your Min die

Gain **one** of the above abilities at Yellow, using a different power or quality than your Green abilities.

Choose an Expertise principle.

Roll 10 10 for personality selection.



4 MARKSMAN

WHETHER IT'S GUNS, A BOW AND ARROW, OR SOMETHING ELSE, YOU KNOW YOUR AIM IS TRUE

Assign one of the dice you rolled at the end of the power source step to the Signature Weaponry power. If you already have Signature Weaponry, either skip it or swap the die with one of your new dice.



Assign one or more of the remaining dice to any of these powers:

- Signature Vehicle
- Swinging
- Select from Athletic powers category
- Select from Intellectual powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category
- Select from Physical qualities category

Gain **two** of the following Green abilities, one using Signature Weaponry and the other using one of your qualities:

ICON	NAME	TYPE	GAME TEXT
	Dual Wielder	A	Attack two different targets using [power/quality], one target using your Mid die and the other your Min die.
	Load	A	Boost using [power/quality] to create one bonus using your Max die and another using your Mid die.
	Precise Shot	A	Attack using [power/quality]. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be affected by Reactions.
	Sniper Aim	A	Boost yourself using [power/quality]. Use your Max+Min dice. This bonus can only be used against one chosen target, and is persistent & exclusive against that target until it leaves the scene.
	Spin & Shoot	A	Attack using [power/quality]. Defend using your Min die.

Gain **two** of the following Yellow abilities, using two different qualities:

ICON	NAME	TYPE	GAME TEXT
	Called Shot	A	Attack using [quality]. Boost another hero using your Max die.
	Exploding Ammo	A	Attack or Overcome using [quality] on an environmental target, using your Max+Min dice. If you roll doubles, take a minor twist.
	Hair Trigger Reflexes	R	When a new target enters close range, Attack that target by rolling your single [quality] die.
	Ricochet	A	Attack using [quality]. Use your Max die. If you roll doubles, use Max+Min instead.

Choose a Responsibility principle.

Roll 10 10 for personality selection.

5 BLASTER

NO NEED TO MESS AROUND, THE BEST WAY TO USE ENERGY IS TO THROW IT AT THE BAD GUY.

Assign one of the dice you rolled at the end of the power source step to an Elemental/Energy power. If you already have an Elemental/Energy power, you can skip it, add a different Elemental/Energy power, or swap the die with one of your new dice.

Assign one of your remaining dice to one of these powers:

- Signature Weaponry
- Select from Elemental/Energy powers category
- Select from Mobility powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Mental qualities category
- Select from Physical qualities category

Gain **two** of the following Green abilities, each of which uses a different one of your powers from the Blaster list above:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Exploit Vulnerability	A	Attack using [power]. If you Attacked or Hindered that target in your previous turn, use your Max die in this Attack.
	Disabling Blast	A	Attack using [power]. Hinder using your Min die.
	Danger Zone	A	Attack multiple targets using [power]. Use your Min die against each.
	Precise Hit	A	Attack using [power]. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be affected by Reactions.

Gain **two** of these Yellow abilities, using two different powers:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Energy Immunity	I	If you would take damage from [element/energy you have a related power for], instead reduce that damage to 0 and Recover that amount of Health.
	Heedless Blast	A	Attack multiple targets using [power]. Use your Mid die against each target. Take irreducible damage equal to your Mid die.
	Imbue with Element	A	Attack using [power]. Use your Max die. If you choose another hero to go next, Boost that hero using your Mid die.

Choose an Esoteric principle.
Roll 10 10 for personality selection.



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6 Close Quarters Combatant

You prefer to fight up close and personal.

Assign one of the dice you rolled at the end of the power source step to the Close Combat quality. If you already have Close Combat, either skip it or swap the die with one of your new dice.

Assign one or more of the remaining dice to any of these powers:

- Signature Weaponry
- Select from Athletic powers category
- Select from Mobility powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Physical qualities category
- Select from Social qualities category

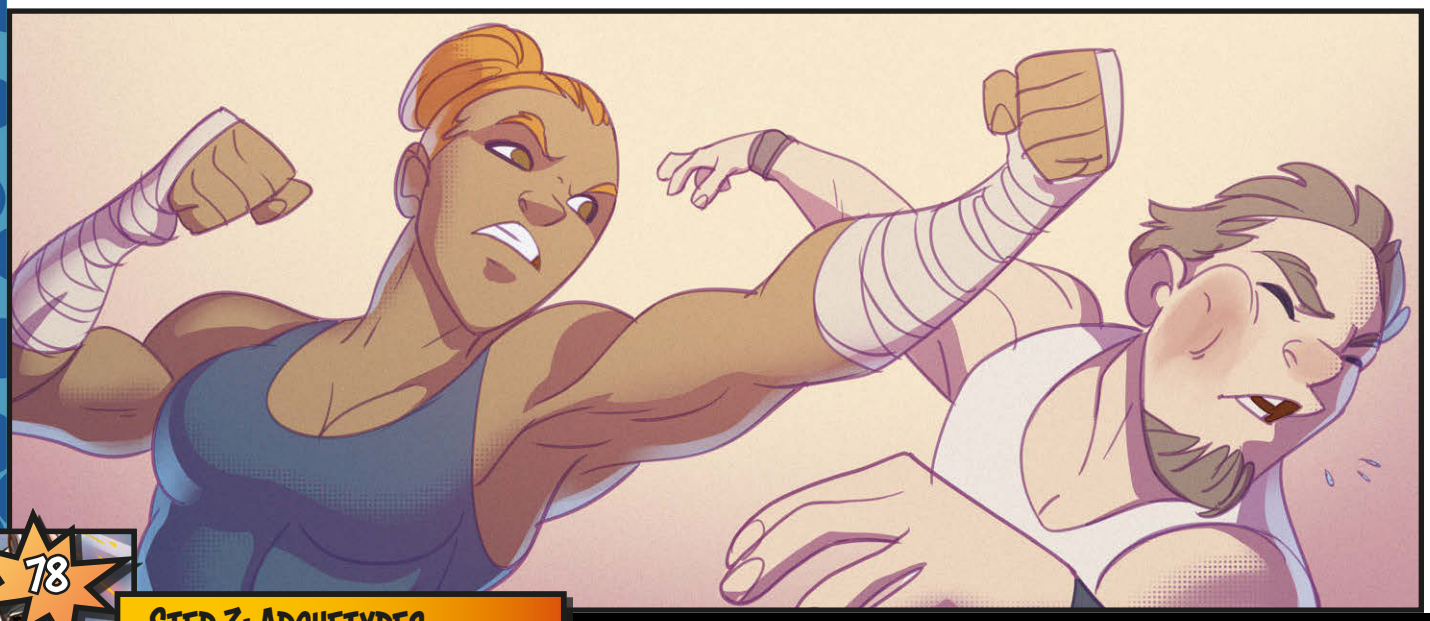
Gain **three** of the following Green abilities, at least one using your Close Combat quality and another using one of your powers:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Defensive Strike	A	Defend using [power/quality]. Attack using your Min die.
	Dual Strike	A	Attack one target using [power/quality]. Attack a second target using your Min die.
	Flexible Stance	A	Take any two basic actions using [power/quality], each using your Min die.
	Offensive Strike	A	Attack using [power/quality]. Use your Max die.
	Precise Strike	A	Attack using [power/quality]. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be affected by Reactions.
	Throw Minion	A	Attack a minion using [power/quality]. Whatever that minion rolls as defense Attacks another target of your choice.

Gain **one** of the above abilities as a Yellow ability, using a different power or quality from any of your Green abilities.

Choose a Responsibility principle.

Roll 10 10 for personality selection.



7 ARMORED

YOU ARE AN INDOMITABLE AND UNSTOPPABLE FORCE.

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Intellectual powers category
- Select from Materials powers category
- Select from Mobility powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Physical qualities category
- Select from Social qualities category

Gain the following Green ability:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Armored	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.

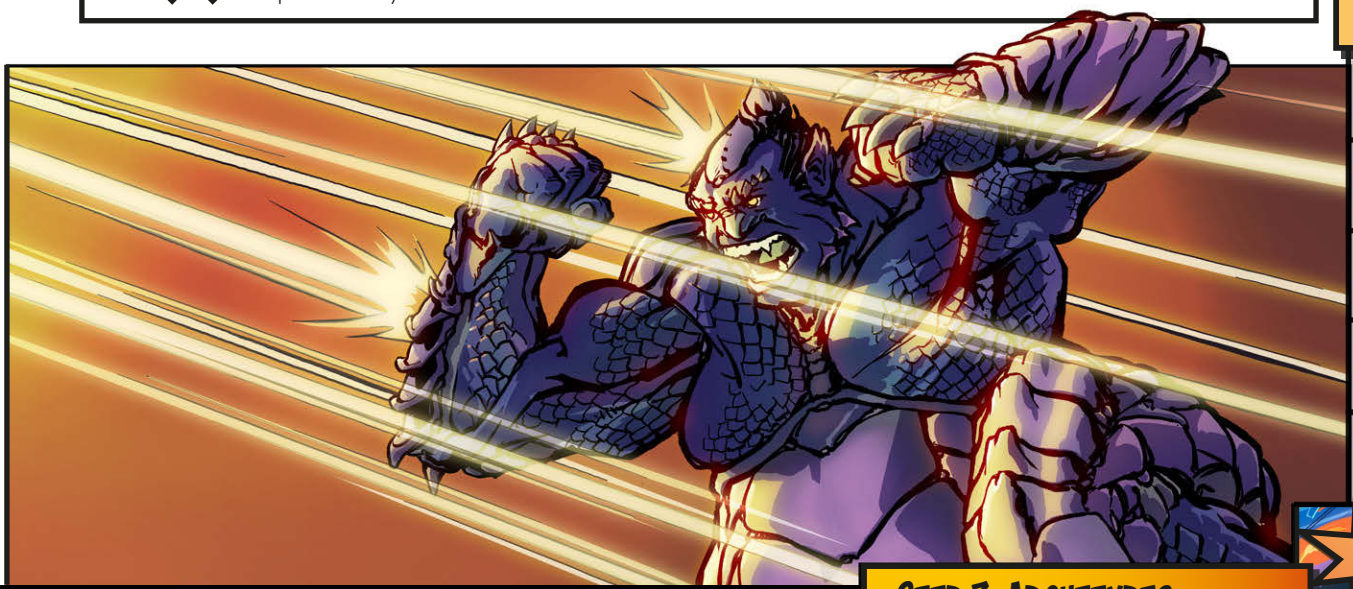
Gain **three** of these Green abilities of your choice, using at least two different powers:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Deflect	R	When you would be dealt damage, you may deal damage to a nearby target equal to the amount reduced by your Armored ability.
	Dual Offense	A	Attack using [power]. Attack a second target with your Min die.
	Living Bulwark	A	Attack using [power]. Defend another target with your Min die.
	Repair	A	Attack using [power]. Recover Health equal to your Min die.
	Unstoppable Charge	A	Attack using [power/quality]. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be affected by Reactions.

Choose an Expertise principle.

When determining Health during step 7, you may use a Materials or Technological power instead of an Athletic power or Mental quality.

Roll 10 10 for personality selection.



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8 FLYER

THE BEST WAY TO SUPPORT YOUR TEAM IS FROM THE AIR.

Assign one of the dice you rolled at the end of the power source step to the Flight or Signature Vehicle power. If you already have one of them, either skip it or swap the die with one of your new dice.

Assign one or more remaining dice to any of these powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Mobility powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Physical qualities category

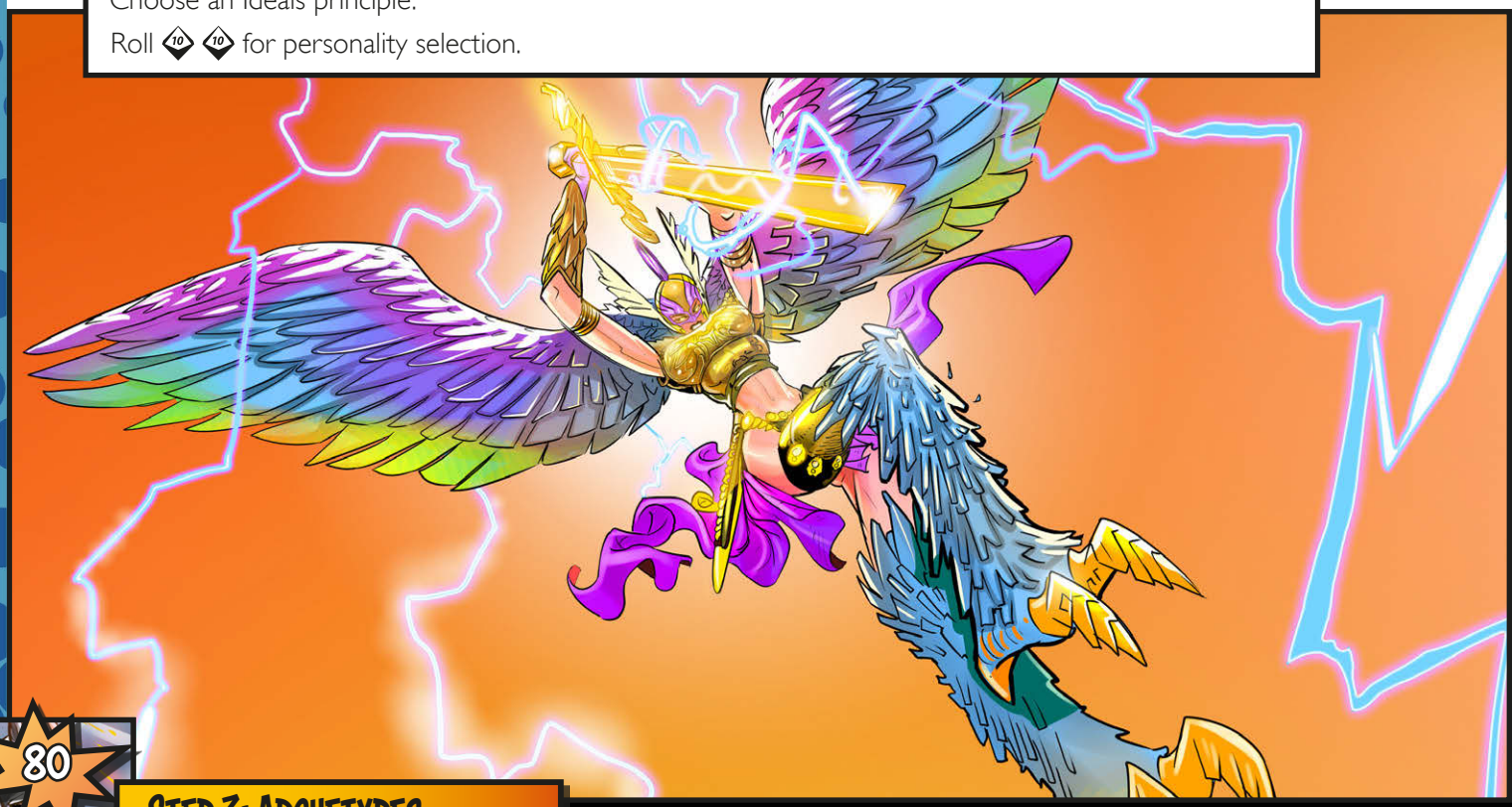
Gain **two** of the following Green abilities, at least one using your Flight or Signature Vehicle power:

ICON	NAME	TYPE	GAME TEXT
	Aerial Bombardment	A	Attack up to three targets using [power/quality]. Apply your Min die to each of them.
	Aerial Surveillance	A	Boost using [power/quality]. Apply that bonus to all hero Attack and Overcome actions until the start of your next turn.
	Barrel Roll	R	When you are Attacked while Flying, you may Defend yourself by rolling your single [power/quality] die.
	Dive & Drop	A	Attack a minion using [power]. Use whatever that minion rolls for its save as an Attack against another target of your choice.
	Sonic Boom	A	Hinder multiple targets using [power]. Apply your Min die to each of them.
	Strike & Swoop	A	Attack using [power/quality]. Defend against all Attacks against you using your Min die until your next turn.

Gain **one** of the above abilities at Yellow.

Choose an Ideals principle.

Roll 10 10 for personality selection.



9 ELEMENTAL MANIPULATOR

ENERGIES ARE YOURS TO COMMAND AND FLOW, SOMETIMES THROUGH YOUR OWN BODY.

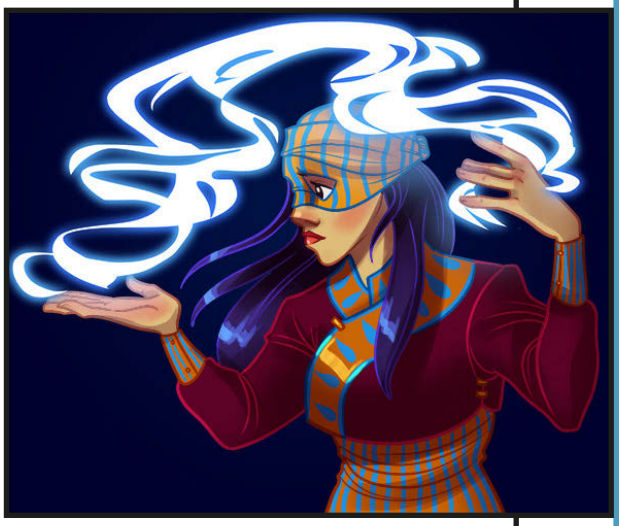
Assign one of the dice you rolled at the end of the power source step to an Elemental/Energy power. If you already have an Elemental/Energy power, you can skip it, add a different Elemental/Energy power, or swap the die with one of your new dice.

Assign one of the remaining dice to one of these powers:

- Absorption
- Flight
- Leaping
- Swimming
- Signature Vehicle
- Signature Weaponry
- Transmutation
- Select from Elemental/Energy powers category

Assign any remaining dice to any of these qualities:

- Magical Lore
- Science
- Select from Mental qualities category
- Select from Physical qualities category



Gain **two** of the following Green abilities, both of which must use your Elemental/Energy powers:

ICON	NAME	TYPE	GAME TEXT
	Backlash	A	Attack using [power]. Use your Max die. Take damage equal to your Min die.
	Energy Conversion	A	Defend using [power]. Use your Max die. Boost using your Min die.
	External Combustion	A	Attack up to two targets using [power]. Also take an amount of damage equal to your Mid die.
	Focused Apparatus	A	Hinder using [power]. Attack using your Min die. If you are in the Red zone, you may apply the penalty to any number of nearby targets.

Gain **one** of these Yellow abilities, using one of your Elemental/Energy powers:

ICON	NAME	TYPE	GAME TEXT
	Damage Spike	A	Attack using [power]. Use your Max+Min dice. Take damage equal to your Mid die.
	Energy Alignment	I	If you would take damage from [element/energy you have a related power for], reduce that damage to 0 and Recover that amount of Health instead.
	Energy Redirection	I	Whenever you take damage from [element/energy you have a related power for], you may also inflict that much damage on another target.
	Live Dangerously	A	Attack multiple targets using [power]. Take damage equal to your Max die.

Choose an Esoteric principle.

Roll 10 10 for personality selection.

10 ROBOT/CYBORG

YOUR MACHINE NATURE GIVES YOU ADAPTABILITY AND FIREPOWER.

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Self Control powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category

Assign 10 to a Technological power you do not already possess.

Gain **two** of the following Green abilities, using two different powers:

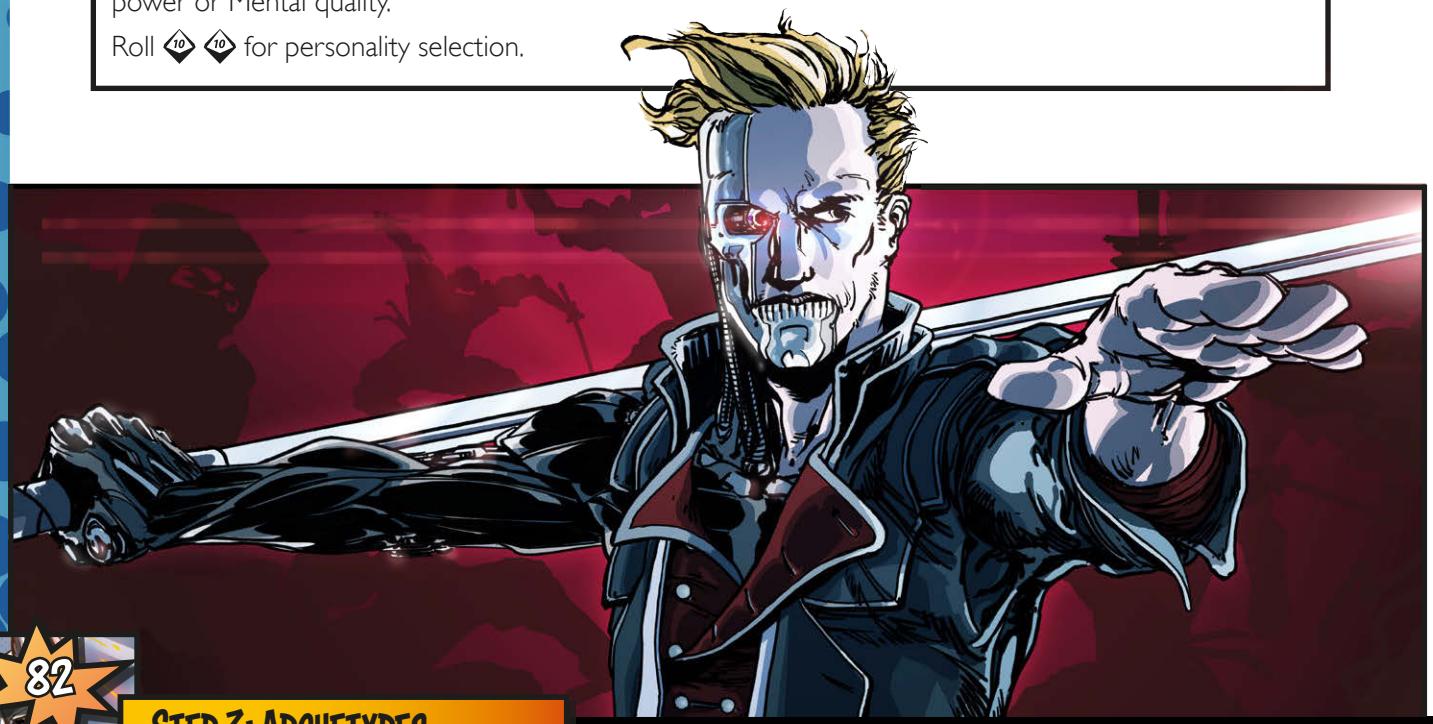
ICON	*NAME*	*TYPE*	*GAME TEXT*
	Adaptive Programming	A	Boost yourself using [power], and Defend with your Min die.
	Living Arsenal	A	Attack using [power] with a bonus equal to the number of bonuses you currently have.
	Metal Skin	I	Reduce the amount of physical damage taken by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Self-Improvement	A	Boost yourself using [power]. That bonus is persistent and exclusive.
	Something for Everyone	A	Attack using [power]. Use your Mid die to Attack one extra target for each bonus you have. Apply a different bonus to each Attack.

Gain **one** of the above abilities at Yellow.

Choose an Expertise principle.

When determining Health during step 7, you may use a Technological power instead of an Athletic power or Mental quality.

Roll 10 10 for personality selection.



11 SORCERER

YOU COMMAND AN ARSENAL OF SPELLS AND MYSTICAL FORCES.

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Select from Elemental/Energy powers category
- Select from Materials powers category
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Self Control powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category

Gain **two** of the following Green abilities, using two different powers:

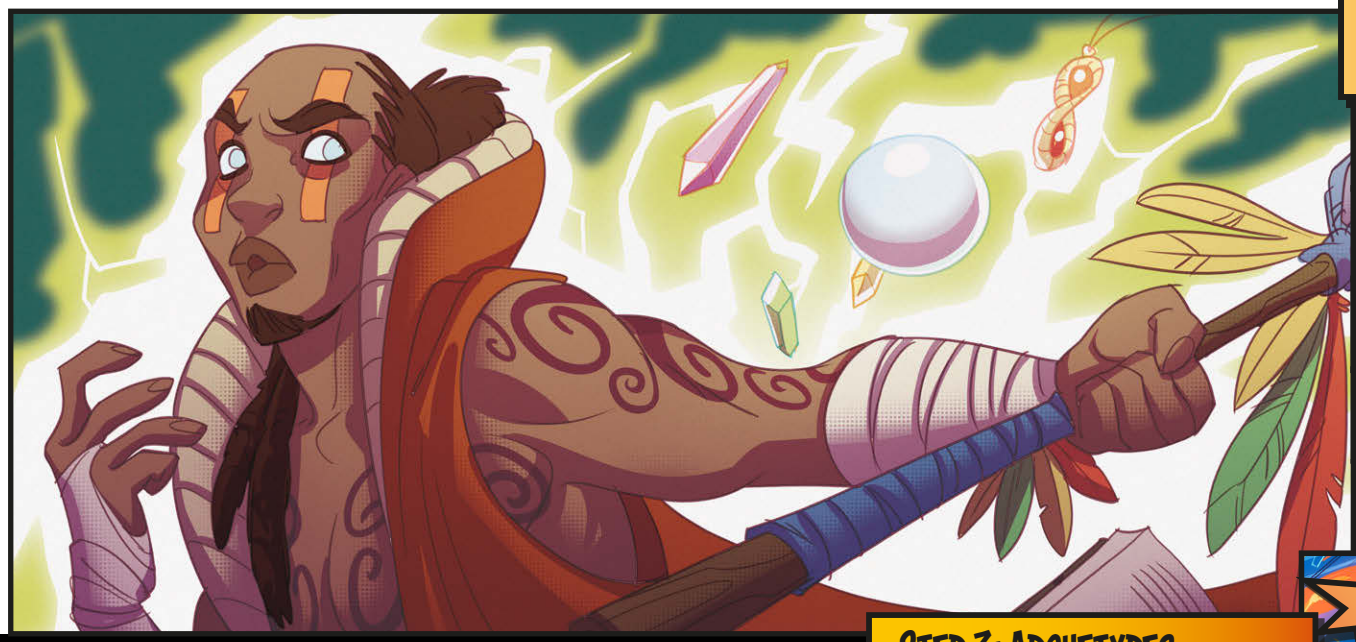
ICON	*NAME*	*TYPE*	*GAME TEXT*
	Banish	A	Hinder using [power] . Use your Max die. If you roll doubles, also Attack using your Mid die.
	Energy Jaunt	A	Attack multiple targets using [power], applying your Min die against each.
	Powerful Blast	A	Attack using [power] and use your Max die.
	Subdue	A	Attack using [power]. Hinder the same target using your Min die.

Gain **one** of these Yellow abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Cords of Magic	A	Destroy all bonuses and penalties on a target. Then, Hinder that target using [power], using your Max die.
	Field of Energy	A	Attack multiple targets near each other using [power].
	Living Bomb	A	Destroy one 6 or 8 minion. Roll that minion's die as an Attack against another target.

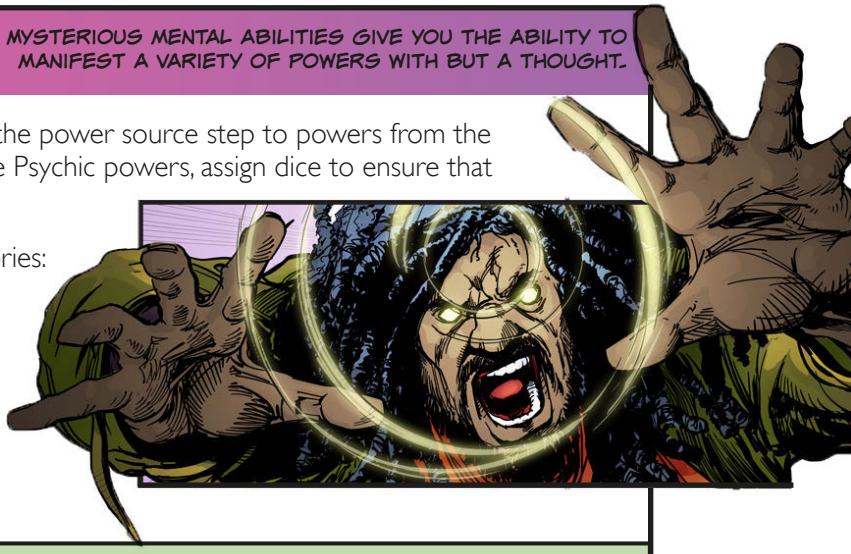
Choose an Esoteric principle.

Roll 10 10 for personality selection.



12 PSYCHIC

MYSTERIOUS MENTAL ABILITIES GIVE YOU THE ABILITY TO MANIFEST A VARIETY OF POWERS WITH BUT A THOUGHT.



Assign at least two dice you rolled at the end of the power source step to powers from the Psychic category. If you already have one or more Psychic powers, assign dice to ensure that you have at least two Psychic powers.

Assign any remaining dice to the following categories:

- Select from Intellectual powers category
- Select from Materials powers category
- Select from Psychic powers category
- Select from Self Control powers category
- Select from Information qualities category
- Select from Mental qualities category

Gain **two** of the following Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Psychic Assault	A	Attack using [Psychic power]. Hinder the target using your Min die.
	Psychic Coordination	A	Boost using [Psychic power]. Apply that bonus to all hero Attack and Overcome actions until the start of your next turn.
	Psychic Insight	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.

Gain **two** of the following Yellow abilities that you have the associated power or quality for:

ICON	NAME	TYPE	GAME TEXT
	Astral Projection	A	Overcome using **Remote Viewing** and use your Max+Min dice. You do not have to be physically present in the area you are Overcoming.
	Illusionary Double	R	When you are Attacked, Defend by rolling your single **Illusions** die.
	Minion Suggestion	A	Attack a minion using **Suggestion**. If that minion would be taken out, you control its next action, and then it is removed. Otherwise, Hinder it using your Min die.
	Postcognitive Understanding	R	After an enemy rolls dice to take an action for their turn but before using the result, Hinder that enemy's roll using your single **Postcognition** die.
	Precognitive Alteration	R	After an ally rolls dice to take an action for their turn but before using the result, Boost that ally's roll using your single **Precognition** die.
	Psychic Analysis	A	Boost yourself using [Mental quality]. Either use your Max die, or use your Mid die and make it persistent.
	Swarm	A	Attack multiple targets using **Animal Control** and use your Min die.
	Telekinetic Assault	A	Attack using **Telekinesis**. Either Attack one target and use your Max die, or two targets and use your Mid die against one and your Min die against another.
	Telepathic Whammy	A	Attack using **Telepathy** and use your Max die. Hinder the target with a persistent penalty using your Min die.

Choose an Esoteric principle.

Roll d10 d10 for personality selection.



13 TRANSPORTER

YOU KNOW HOW TO GET EXACTLY WHERE YOU NEED TO BE, WHEN YOU NEED TO BE THERE.

Assign one of the dice you rolled at the end of the power source step to the Signature Vehicle power or a power from the Mobility category. If you already have at least one, either skip it or swap this die with one of your new dice.

Assign one or more remaining dice to any of these powers:

- Signature Vehicle
- Select from Athletic powers category
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Physical qualities category
- Select from Social qualities category

Gain **two** of the following Green abilities, using two different powers:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Displacement Assault	A	Attack using [power]. Either Hinder your target with your Min die or move them somewhere else in the scene.
	Hit & Run	A	Attack using [power]. Defend against all Attacks against you using your Min die until your next turn.
	Mobile Assist	A	Boost another hero using [power]. Attack using your Min die.
	Mobile Dodge	R	When you are hit with an Attack, you may take 1 irreducible damage to have the attacker reroll their dice pool.
	Run Down	A	Attack multiple targets using [power]. Use your Min die against each.

Gain **one** of the above abilities as a Yellow ability.

Choose an Expertise principle.

Roll 10 10 for personality selection.

14 MINION-MAKER

WHO NEEDS FRIENDS WHEN YOU CAN JUST MAKE THEM?

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Duplication
- Inventions
- Part Detachment
- Robotics
- Select from Elemental/Energy powers category
- Select from Materials powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category

Gain these Green abilities, each using a different power:

ICON	NAME	TYPE	GAME TEXT
	Make Minion	A	Create a minion using [power]. Reference the minion chart to see what size of minion it is. Choose whether it can Attack, Defend, Boost, Hinder, or Overcome. It acts on the start of your turn. You can only use this ability in a situation conducive to how you create minions.
	Power Up	A	Boost another hero or one of your minions using [power]. Either use your Max die, or use your Mid die and make that bonus persistent.

Gain **one** of these Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Minion Formation	R	Reduce any damage you take by the number of minions you have. Whenver damage is reduced this way, reduce the size of one of your minions.
	Rapid Deployment	A	Create a minion using [power]. Use your Min die. Choose which basic action it can perform. It acts now and at the start of your turns.
	Upgrade Minion	A	Boost one of your minions using [power]. You may also upgrade that minion to your Max die size, replacing its minion form.

In addition to the normal list, the following Red abilities are available to you when you select Red abilities:

ICON	NAME	TYPE	GAME TEXT
	Construction Focus	A	Create two minions using [power], one with your Max die and one with your Mid die. Choose which one basic action each of them can perform. They act on the start of your turn.
	Swarm Combat	A	Attack using [power]. Use your Max die plus a bonus equal to the number of minions you have.
	Sacrifice	R	When you are Attacked, redirect the Attack to one of your nearby minions.

Choose an Expertise principle.

(Continue on the next page).

14 MINION-MAKER (CONTINUED)

WHO NEEDS FRIENDS WHEN YOU CAN JUST MAKE THEM?

Your Minions

Whenever you create a minion during a scene using one of your abilities, you choose which of the basic actions they can take (Attack, Overcome, Defend, Boost, or Hinder). They act like minions under your control (see page 17 for details on how minions work) and act at the beginning of your turn. The size of the minion die is based on the result of your roll.

MINION	DIE SIZE	FORM
0 or Less	4 minion	tiny/featureless
1-3	6 minion	small/limited detail
4-7	8 minion	house pet sized/detailed
8-11	10 minion	humanoid sized/intricate
12+	12 minion	large/paragon

The minions you summon during an action scene are only temporary: they might be robots built on the fly and so don't have the construction necessary to stick around, or the magic used to bind them to your service may only be temporary, and so on. As a result, minions created by you only last for the current scene. You may be able to have more permanent helpers based on story development; see pages 142-143 and 248-249 for details.



14 MINION-MAKER (CONTINUED)

WHO NEEDS FRIENDS WHEN YOU CAN JUST MAKE THEM?

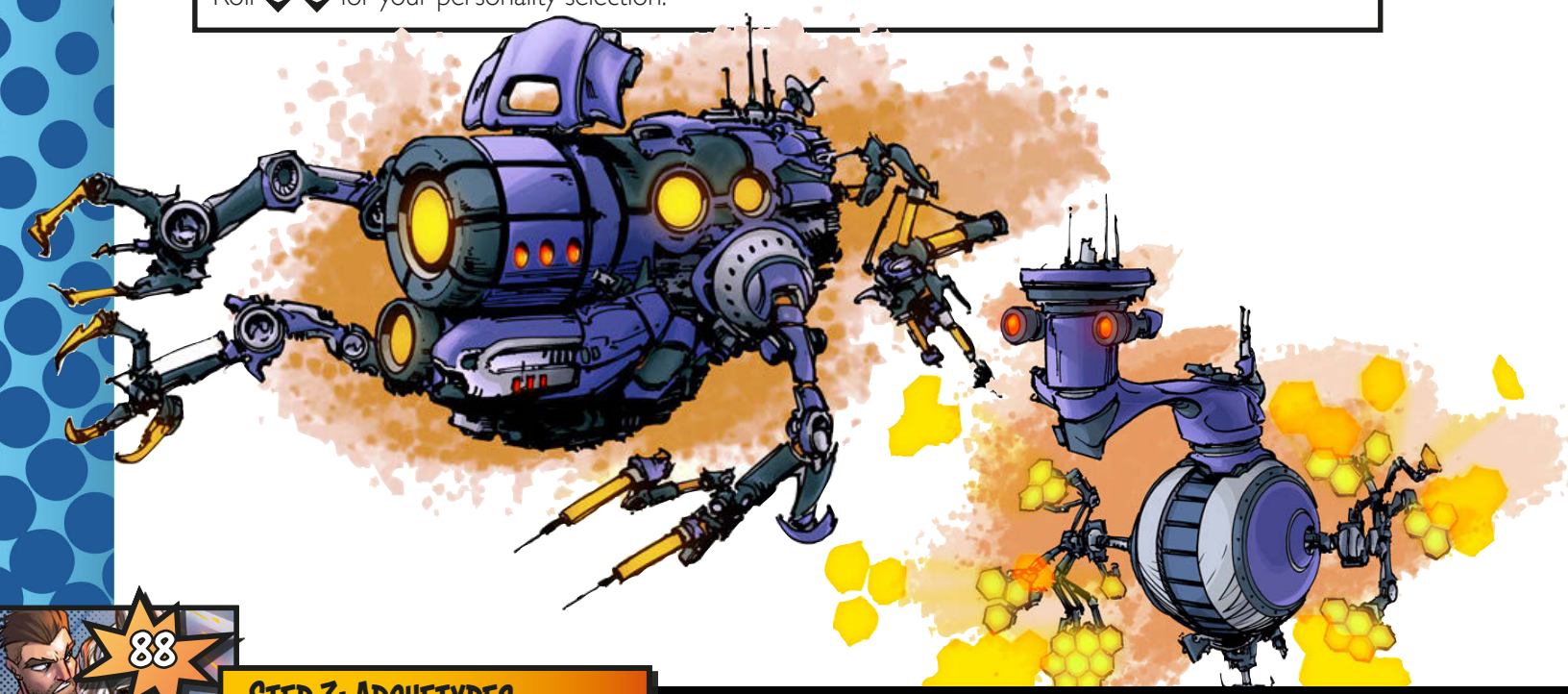
Minion Forms

Additionally, during hero creation, select a number of minion forms that can apply extra characteristics to your minions based on bonuses you use when creating them. You get a number of selections equal to the maximum value of a related quality. (For example, Creativity, Magical Lore, Otherworldly Mythos, Science, or Technology. If you have the related quality at d8, choose eight characteristics. If you have it at d10, choose ten, etc.) Add those forms to your hero's auxiliary sheet.

When you create a minion during a scene, you may discard one bonus you have access to (on you or a willing ally) to add one of these forms:

NAME	DESCRIPTION	BONUS
Autonomous	The minion can take any of the basic actions, not just one.	+1 or higher
Burrowing	The minion can tunnel through the earth.	+1 or higher
Floating	The minion can fly and maneuver in the air.	+1 or higher
Pack	The minion adds +1 to its Attack for each other pack minion attacking the same target this round.	+2 or higher
Explosive	When the minion is destroyed, also remove a bonus or penalty of your choice.	+2 or higher
Reinforced	The minion adds +1 to its roll to save.	+2 or higher
Harsh	When Hindering, the target also takes damage equal to that penalty.	+3 or higher
Stealth	On a successful minion save, do not reduce this minion's die size.	+3 or higher
Swift	The minion rolls twice for its action and chooses the higher die.	+3 or higher
Champion	When Boosting, may apply the bonus to all actions by its creator and their minions until your next turn.	+4 or higher
Hive-Mind	While this minion is active, all your other minions can take the same action as it does.	+4 or higher
Turret	When Attacking, the minion may split its die into two dice, each one size smaller than its die, and either Attack one target with both, or two targets.	+4 or higher

Roll d10 d10 for your personality selection.



15 WILD CARD

NO ONE KNOWS WHAT YOU WILL DO NEXT -- NOT THE BAD GUYS, NOT YOUR ALLIES, SOMETIMES NOT EVEN YOU.

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Signature Vehicle
- Signature Weaponry
- Select from Athletic powers category
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Self Control powers category

Assign any remaining dice to any of these qualities:

- Select from Physical qualities category
- Select from Social qualities category

Gain **two** of the following Green abilities, using two different powers:

ICON	NAME	TYPE	GAME TEXT
	Gimmick	A	Boost or Hinder using [power]. Use your Max die. If you roll doubles, you may also Attack using your Mid die.
	Multitask	A	Take any two different basic actions using [power/quality], each using your Min die.
	Surprise Results	R	After rolling your dice pool for the turn, you may take 1 irreducible damage to reroll your entire pool.
	Unknown Results	A	Take any basic action using [power]. Then roll a 6. On 1, Boost with your Min die. On 2, Hinder with your Min die. On 3, Defend with your Min die. On 4, lose Health equal to your Min die. On 5, your basic action uses your Max die. On 6, your basic action uses your Min die.

Gain **one** of these Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Break the 4th	R	You may uncheck a checked off collection on your hero sheet.
	Danger!	A	Attack multiple targets using [power]. If you roll doubles, one nearby ally is also hit with the Attack
	Expect the Unexpected	R	Apply a bonus after rolling your action, instead of before.
	Imitation	A	Use a Green action ability of a nearby ally (using the same size power/quality die they would use.)
	Turn the Tables	A	Change any bonus into a penalty of equal size or vice versa.

Choose an Ideals principle.

Roll 10 10 for personality selection.



16 FORM-CHANGER

YOU CAN SHIFT YOURSELF BETWEEN A FEW DIFFERENT FORMS.

Assign one of the dice you rolled at the end of the power source step to a power from the Self Control category. If you already have an Self Control power, you can skip it, add a different Self Control power, or swap the die with one of your new dice.

Assign one or more remaining dice to any of these powers:

- Select from Athletic powers category
- Select from Mobility powers category
- Select from Self Control powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Physical qualities category

Gain the following Green ability:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Change Forms	A	Take a basic action using [Self Control power], then switch to any available form.

Gain **one** of the following Green abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Form Recovery	A	Attack using [Self Control power] and Recover Health equal to your Min die. Return to your base form.
	Surprise Shift	A	Attack using [Self Control power] and use your Max die. Then change to any available form.

These abilities are available to you in any form. Make **two** other Green forms, recording them on your auxiliary sheet: You may swap dice between your powers for each form, including adding powers from the above list and dropping others. Each one gains a different ability only usable while in that form.

(Continue Green, Yellow, and Red abilities on the next page).



16 FORM-CHANGER (CONTINUED)

YOU CAN SHIFT YOURSELF BETWEEN A FEW DIFFERENT FORMS.

Green form abilities:

ICON	NAME	TYPE	GAME TEXT
	Clever Form	A	Boost or Overcome using [power]. Use your Max die.
	Minuscule Form	A	Defend using [power]. Use your Max die. Remove all penalties on you.
	Strong Form	A	Attack using [power]. Use your Max die.
	Tough Form	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Tricky Form	A	Boost or Hinder using [power]. Use your Max die.
	Weird Form	R	When an opponent would Attack you in close combat while in this form, you may Attack or Hinder them first by rolling your single [power] die.

Then make a Yellow form, recording it on your auxiliary sheet. You may swap powers around and upgrade any two dice by one size. Pick one of the following Yellow form abilities for your Yellow form (or choose one of the unused Green form abilities above):

ICON	NAME	TYPE	GAME TEXT
	Agile Form	A	Attack using [power]. Defend against all attacks until your next turn with your Min die.
	Regenerating Form	A	Boost using [power]. Recover Health equal to your Min die.
	Speedy Form	A	Hinder multiple targets using [power].
	Towering Form	A	Attack multiple targets using [power].

Gain the following Red ability:

ICON	NAME	TYPE	GAME TEXT
	Emergency Change	R	When hit with an Attack, change to any form before resolving the Attack. Take a minor twist.

Choose an Esoteric principle.

Roll 10 10 for personality selection.



INTRO
PLAYING THE GAME
CREATING HEROES
MODERATING THE GAME
THE BULLPEN
ADVENTURE ISSUES
THE ARCHIVES
APPENDICES

17 GADGETEER

ANY PROBLEM CAN BE SOLVED THROUGH SUFFICIENT BRAINPOWER.

Assign one of the dice you rolled at the end of the power source step to an Intellectual power. If you already have an Intellectual power, you can skip it, add a different Intellectual power, or swap the die with one of your new dice.

Assign **one** or more remaining dice to any of these powers:

- Signature Vehicle
- Signature Weaponry
- Select from Intellectual powers category
- Select from Mobility powers category
- Select from Psychic powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category

Gain **two** of the following Green abilities, using two different powers:

ICON	NAME	TYPE	GAME TEXT
	Analyze Probabilities	R	After rolling your dice pool, you may take 1 irreducible damage to reroll your dice pool.
	Analyze Weakness	A	Hinder using [power]. Use your Max die, or use your Mid die and make it persistent and exclusive.
	Equip	A	Boost using [power]. Make one bonus for one ally using your Mid die and another for another ally using your Min die.
	Helpful Invention	A	Boost using [power]. Use your Max die, or use your Mid die and make it persistent and exclusive.

Gain **one** of the following Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Helpful Analysis	R	One nearby ally may reroll their dice pool. You lose Health equal to the Min die of the new roll.
	Snap Decision	A	Boost yourself using [power]. Use your Max+Min dice. Then Attack using your Mid die with that bonus.
	Turn the Tables	A	Change any bonus into a penalty of equal size or vice versa.

Choose an Identity principle.

Roll 10 10 for personality selection.



18 REALITY SHAPER

GOD MAY NOT PLAY DICE WITH THE UNIVERSE, BUT YOU DO.

Assign one or more of the dice you rolled at the end of the power source step to any of these powers:

- Density Control
- Intangibility
- Invisibility
- Speed
- Teleportation
- Transmutation
- Select from Intellectual powers category
- Select from Psychic powers category
- Select from Technological powers category

Assign any remaining dice to any of these qualities:

- Select from Information qualities category
- Select from Mental qualities category

Gain **two** of the following Green abilities, using two different powers:

ICON	NAME	TYPE	GAME TEXT
	Negative Likelihood	A	Hinder using [power]. That penalty is persistent and exclusive.
	Not Quite Right	R	After a dice pool is rolled, adjust one die up or down one value on the die.
	Probability Insight	A	Boost using [power]. Use your Max die. If you roll doubles, you may also Attack using your Mid die.
	Warp Space	A	Attack using [power]. You may move the target of that Attack anywhere else nearby. If the target goes next, you decide who takes the next turn after that.

Gain **one** of the following Yellow abilities:

ICON	NAME	TYPE	GAME TEXT
	Alternate Outcome	R	When a nearby enemy rolls their dice pool for the turn, you may lose 1 Health to reroll their entire pool.
	Helpful Analysis	R	One nearby ally may reroll their dice pool. You lose Health equal to the Min die of the new roll.
	Never Happened	R	When a nearby enemy would create a bonus or penalty, you may remove it immediately.
	Retroactive Rewrite	R	You may apply a bonus to a roll after rolling instead of before.

Choose an Expertise principle.

Roll 10 10 for personality selection.



19 DIVIDED

YOU HAVE TWO VERY DIFFERENT FORMS, SUCH AS AN UNPOWERED CIVILIAN FORM AND A POWERED HEROIC FORM.

Note: Divided heroes are more complex to create than most heroes. We strongly recommend that the first hero you create in the ***Sentinel Comics RPG*** *isn't a divided hero.*

Divided heroes have two forms: one civilian, and one heroic, with some method to change between them.

Reroll the dice you rolled at the end of the power source step and choose another archetype other than Divided or Modular. Your full archetype is "Divided [whatever you chose]." Follow all the steps of that archetype, but when told to select a principle from that archetype, return to this archetype and complete this section. You may want to make notes on your auxiliary sheet on how your divided form works.

First, choose **one** of these four methods of transformation:

- **Controllable Transition:** You change between two different forms through some method that you have control over at all times. It might be yelling a magic word, or an elaborate sparkly transformation sequence. The disadvantage of controllable transition is that it always takes time to transform. Gain the following Green ability:

ICON	NAME	TYPE	GAME TEXT
	Transform	A	Change from your civilian form to your heroic form, or vice versa.

- **Device Transition:** You transform between forms via a device of some kind, possibly via cybernetic upgrades or a magical artifact that channels the essence of a demigod. The disadvantage of device transition is that you need access to the device to enact your transformation. Gain the following Green ability:

ICON	NAME	TYPE	GAME TEXT
	Device Transform	A	If you have access to your device, change from your civilian form to your heroic form, or vice versa. After your transformation, take a basic action using your Min die. if you have any penalties that separate you from your device or otherwise inhibit you having full access to your device, you cannot use this ability.

- **Merging/Possession Transition:** Your transformation isn't entirely within you and you require other entities to change forms. For some, you must merge with someone else/something else to achieve your full heroic potential. For others, you take direct control over inanimate objects or people to manifest your powers. Gain one of the following Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Merge	A	If you have access to a willing compatible person to enable your transform, change from your civilian form to your heroic form, or vice versa. After you transformation, take a basic action using your Min die. If you have any penalties that separate you from that person, you cannot use this ability.
	Possess Person	A	Attack using [a power gained from your archetype]. If you incapacitate the target and change forms, you may use your Min die as a bonus to your next action. Alternatively, you may possess a willing target for no bonus.
	Possess Object	A	Overcome using [a quality gained from your archetype]. On a success, merge with an item and then use your Min die to take a basic action.

(Continue on the next page).



19 DIVIDED (CONTINUED)

YOU HAVE TWO VERY DIFFERENT FORMS, SUCH AS AN UNPOWERED CIVILIAN FORM AND A POWERED HEROIC FORM.

- **Uncontrollable Transition:** You transform in response to stress — whether you want to or not. Gain the following Green ability:

ICON	NAME	TYPE	GAME TEXT
	Uncontrolled Transform	A/I	The first time you take damage or change zones in a scene, you must change from your civilian form to your heroic form. You can also transform by taking an action and taking damage equal to a roll of your current status die. After an action scene, you change back to your civilian form.

After choosing your method of transformation, gain one of these Green abilities:

ICON	NAME	TYPE	GAME TEXT
	Divided Psyche	I	While you are in your civilian form, use two qualities instead of a power and a quality. While in your heroic form, use two powers instead of a power and a quality. (Use your status in both cases.) You cannot use abilities related to a power or quality you don't have access to.
	Split Form	I	Choose two powers and two qualities that you always have access to in either form. You must divide up the remainder of your powers and qualities between your civilian and heroic forms, so they are only usable within those forms. You cannot use abilities related to a power or quality you don't have access to. In the next step, when you create a roleplaying quality, you will have access to that in either form.

Last, instead of the principle from your other archetype, take a Responsibility principle.

Roll 10 10 for your personality selection. Optionally, you may take two different personalities — one for each of your forms — change your status dice as appropriate. (You still only have one roleplaying quality and Out ability.)

20 MODULAR

YOU HAVE MULTIPLE FORMS (CONFIGURATIONS, FIGHTING STYLES, ETC.) THAT EACH PROVIDE THEIR OWN ADVANTAGES AND DISADVANTAGES.

Note: Modular heroes are much more complex to create than most heroes. We strongly recommend that the first hero you create in the Sentinel Comics RPG isn't a modular hero.

Modular heroes have multiple modes that are defined during this process. First, you must choose another archetype. Either choose another option from the dice you rolled for your archetype, or reroll those dice and choose your base archetype, which then becomes "modularized." Assign powers and qualities as listed in that archetype, but skip gaining any abilities from that archetype, and instead come back to this entry to continue. If you have fewer than four powers, add one or two 6 powers of your choice until you have four powers.

You gain the following Green ability:

ICON	NAME	TYPE	GAME TEXT
	Switch	A	Boost yourself using [power/quality]. Then change modes.

And the following Yellow ability:

ICON	NAME	TYPE	GAME TEXT
	Quick Switch	A	Destroy one bonus on you. Change modes, then take an action in the new mode.

And the following Red ability:

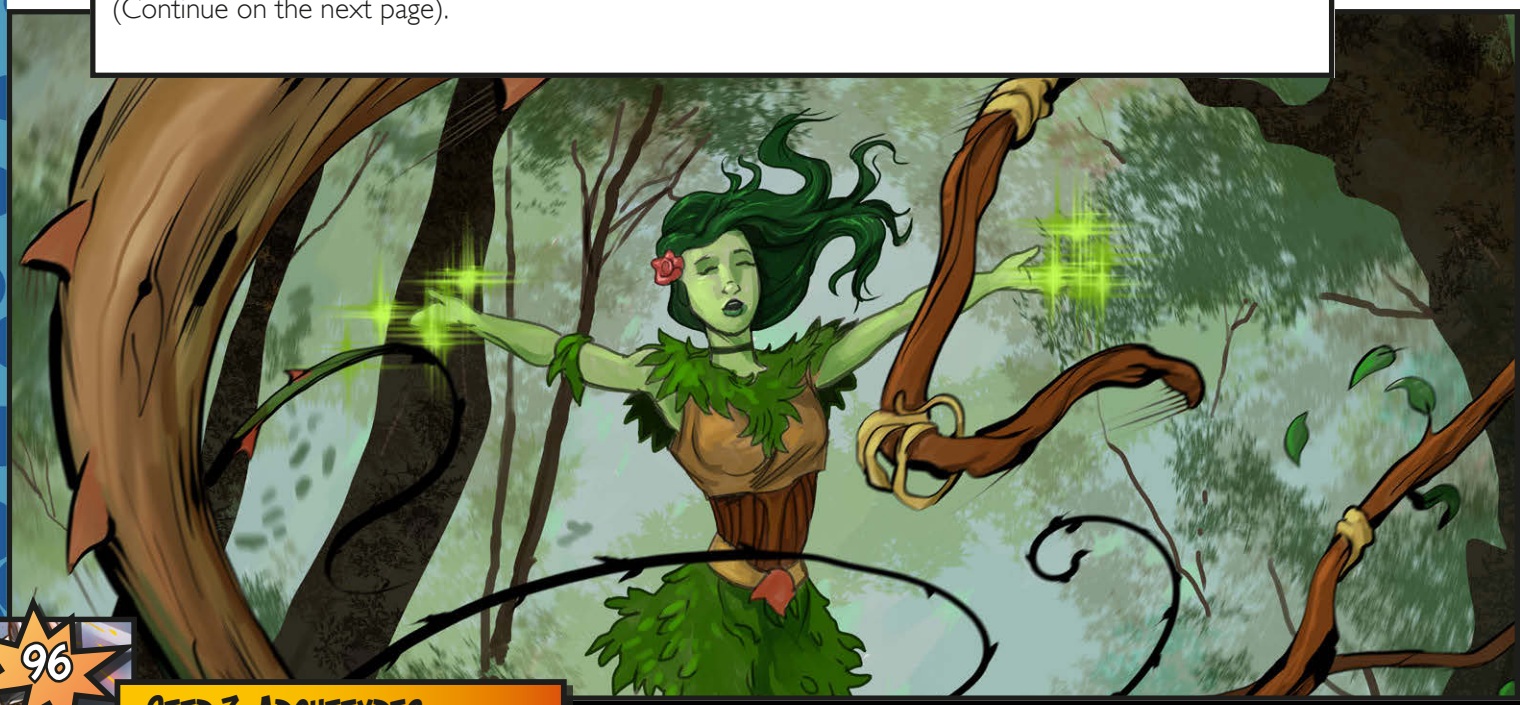
ICON	NAME	TYPE	GAME TEXT
	Emergency Switch	R	When you are hit with an Attack, you may change to any mode. If you do, take extra damage equal to the Min die or take a minor twist.

You have **two** Green modes, including one default mode. You may also have a free powerless mode, if it fits your concept. Write your modes on your auxiliary sheet.

Default Mode: Assign dice according to your chosen archetype. You gain no additional abilities in this mode.

Powerless Mode: Choose one of your powers from your default mode at 6, and another at 10. Gain this mode if there are circumstances where you could be separated from your power source (like having a Power Suit that provides all your powers). While in this mode, you cannot use any abilities other than abilities from your principles.

(Continue on the next page).



20 MODULAR (CONTINUED)

YOU HAVE MULTIPLE FORMS (CONFIGURATIONS, FIGHTING STYLES, ETC.) THAT EACH PROVIDE THEIR OWN ADVANTAGES AND DISADVANTAGES.

Choose **one** more Green mode:

- **Debilitator Mode:** When you first take this mode, pick four powers from your default mode. Pick one at the same die size, one to decrease a die size (minimum 4), and two to increase a die size (maximum 12). You cannot Boost, Defend, or Overcome in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Debilitator	A	Hinder all nearby opponents using [power]. If you roll doubles, take damage equal to your Max die, and then you may also Attack all nearby opponents with your Min die.

- **Improvement Mode:** When you first take this mode, pick four powers from your default mode. Pick two at the same die size, and two to increase one die size (maximum 12). You cannot Attack or Hinder in this mode. You have the following ability:

ICON	NAME	TYPE	GAME TEXT
	Improvement	A	Boost yourself using [power]. Create one bonus using your Max die and one bonus using your Mid die. These bonuses are persistent and exclusive.

- **Scout Mode:** When you first take this mode, pick four powers from your default mode. Pick two at the same die size, one to decrease a die size (minimum 4), and one to increase a die size (maximum 12). You cannot Attack or Boost in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Scout	A	Overcome using [power]. Defend yourself with your Max die. Then, you may end up anywhere in the current scene.

Choose **two** Yellow modes from the following list:

- **Analysis Mode:** When you first take this mode, pick four powers from your default mode. Keep two at the same size and increase two by one die size (maximum 12). You cannot Attack or Defend while in this mode. Gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Analysis	A	Hinder or use one of your principles to Overcome using [power]. Use your Max+Min dice.

- **Bombardment Mode:** When you first take this mode, pick three powers from your default mode. Pick two to decrease a die size (minimum 4), and set one to 12. You cannot Boost, Hinder, or Overcome in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Bombardment	A	Defend yourself using [power]. You may Attack one target with your Max die.

- **Regeneration Mode:** When you first take this mode, pick two powers from your default mode. Keep one at the same size and increase another by two die sizes (maximum 12). You cannot Attack or Hinder in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Regeneration	A	Defend using [power]. Use your Max die. Recover Health equal to your Min die.

(Continue on the next page).

20 MODULAR (CONTINUED)

YOU HAVE MULTIPLE FORMS (CONFIGURATIONS, FIGHTING STYLES, ETC.) THAT EACH PROVIDE THEIR OWN ADVANTAGES AND DISADVANTAGES.

- **Skirmish Mode:** When you first take this mode, pick four powers from your default mode. Pick one at the same size, one to decrease a die size (minimum 4), and two to increase a die size (maximum 12). You cannot Boost, Defend, or Overcome in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Skirmish	A	Attack one target using [power]. Attack a different target with your Min die. At the end of your turn, you may change modes.

- **Stalwart Mode:** When you first take this mode, pick four powers from your default mode. Pick one at the same die size, two to decrease a die size (minimum 4), and one to increase two die sizes (maximum 12). You cannot Hinder or Overcome in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Stalwart	A	Defend yourself and all nearby allies using [power] against each Attack until the beginning of your next turn.

Choose a Red mode from the following list:

- **Destroyer Mode:** When you first take this mode, pick three powers from your default mode. Keep two at the same size and increase another by one die size (maximum 12). You are immobile in this form and cannot Boost. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Destroyer	I	Whenever you take a basic Attack action, either use your Max+Min dice to Attack one target, or Attack two different targets, one using your Max die and one using your Mid die.

- **Hunter/Killer Mode:** When you first take this mode, pick two powers from your default mode. Increase each of them by one die size (maximum 12). You cannot Defend or Overcome in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Hunter/Killer	A	Move to any target in this scene and Hinder that target using [power]. Then, Attack that target using your Max+Min dice.

- **Shield Mode:** When you first take this mode, pick four powers from your default mode. Pick two at the same die size, and increase two by a die size (maximum 12). You cannot Attack in this mode. You gain the following ability:

ICON	NAME	TYPE	GAME TEXT
	Shield	R	When you are attacked, you may Defend against the Attack by rolling your single [power] die. If you reduce the damage to 0 or less, you may also Hinder the source of the damage with the result of the die you rolled.

Once you're done assigning your modes, choose a principle from your other archetype. Roll 10 10 for personality selection.

EXAMPLE

From the power source step, Christopher has a d10 and d8 d8 to assign to some powers and qualities. One d8 goes to Awareness and the other goes to Postcognition. He stops gaining powers there and uses the d10 for a quality, taking Self-Discipline d10.

Selecting Green abilities, he takes Probability Insight with Power Arm, renaming it Takin' My Time. And then Not Quite Right becomes Altered Scan. Since it doesn't specify that it needs a power, none goes with it.

Christopher records these two Green abilities:

ICON	NAME	TYPE
	Takin' My Time	A
GAME TEXT		
Boost using Power Arm. Use your Max die. If you roll doubles, you may also Attack using your Mid die.		

ICON	NAME	TYPE
	Altered Scan	R
GAME TEXT		
After a die pool is rolled, adjust one die up or down one value on the die.		

For the Yellow ability, he takes Never Happened and renames it Stack the Deck. The final Yellow ability is recorded as:

ICON	NAME	TYPE
	Stack the Deck	R
GAME TEXT		
When a nearby enemy would create a bonus or penalty, you may remove it immediately.		

Christopher looks at the list of Expertise principles and takes Principle of Whispers, representing the robot AI that runs his cybernetics. He records its Green ability and other details from the principle on his hero sheet.

Finally, Christopher rolls d10 d10 for his personality.



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PERSONALITIES QUICK REFERENCE

#	Personality	Green	Yellow	Red	Page
1	LONE WOLF	8	8	8	101
2	NATURAL LEADER	6	8	10	101
3	IMPULSIVE	6	6	8	101
4	MISCHIEVOUS	6	8	8	101
5	SARCASTIC	8	8	8	102
6	DISTANT	10	8	6	102
7	STALWART	8	8	8	102
8	FAST TALKING	6	8	10	102
9	INQUISITIVE	6	8	10	102
10	ALLURING	6	8	10	102
11	STOIC	6	8	10	102
12	NURTURING	6	6	12	103
13	ANALYTICAL	10	8	6	103
14	DECISIVE	8	8	8	103
15	JOVIAL	6	8	10	103
16	CHEERFUL	10	8	6	103
17	NAIVE	6	6	12	103
18	APATHETIC	6	8	10	103
19	JADED	10	8	6	103
20	ARROGANT	10	8	6	103



STEP 4 PERSONALITY



Your personality is your general demeanor. It also mechanically reflects how you react when under pressure — represented by your status dice — and how your presence affects the other heroes even after you've been taken out.

As part of this step, you also create a custom quality based on your hero's story. At this point, make sure you've thought about who your hero is and how all the previous pieces fit together. Your heroic backstory should give you a pretty good idea of the hero you've created. During this stage, you create your own quality that sums up your hero in a way that isn't already represented by your qualities.

See the "Special" quality on page 121 on creating this quality during this step.

Your archetype provides the dice to roll to select a personality entry on the Personalities table, using any single die or combination of two dice. Generally, this is d10 d10.

EXAMPLE

Rolling d10 d10 from the archetype step produces a 1 and 9, granting the choices of Lone Wolf (1), Inquisitive (9), or Alluring (10). This one's easy: Jim's a Lone Wolf, even when he's no longer hopping around in time.

1 LONE WOLF

Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Boost an ally by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 8
YELLOW 8
RED 8

2 NATURAL LEADER

Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Boost an ally by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6
YELLOW 8
RED 10

3 IMPULSIVE

Make up a quality based on your hero's backstory. Assign d8 to it.

Upgrade one of your power or quality dice by one step (to a maximum d12).

Out Ability:
- The hero who goes directly after you may take 1 damage to reroll their dice pool.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6
YELLOW 6
RED 8

4 MISCHIEVOUS

Make up a quality based on your hero's backstory. Assign d8 to it.

When determining your health during Step 7, you may use any power or quality instead of an Athletic power or Mental quality.

Out Ability:
- Hinder an opponent by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6
YELLOW 8
RED 8

5 SARCASTIC

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Hinder an opponent by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 8 | YELLOW 8 | RED 8

6 DISTANT

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Boost an ally by rolling your single Red status die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 10 | YELLOW 8 | RED 6

7 STALWART

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Defend an ally by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 8 | YELLOW 8 | RED 8

8 FAST TALKING

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Hinder a minion or lieutenant by rolling your single [quality] die, and increase that penalty by -1.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6 | YELLOW 8 | RED 10

9 INQUISITIVE

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Choose an ally. Until your next turn, that ally may reroll one of their dice by using a Reaction.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6 | YELLOW 8 | RED 10

10 ALLURING

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Boost an ally by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6 | YELLOW 8 | RED 10

11 STOIC

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Defend an ally by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6 | YELLOW 8 | RED 10



12 NURTURING

Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Boost an ally by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN	6
YELLOW	6
RED	12

13 ANALYTICAL

Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Remove a bonus or penalty of your choice.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN	10
YELLOW	8
RED	6

14 DECISIVE

Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Boost an ally by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN	8
YELLOW	8
RED	8

15 JOVIAL

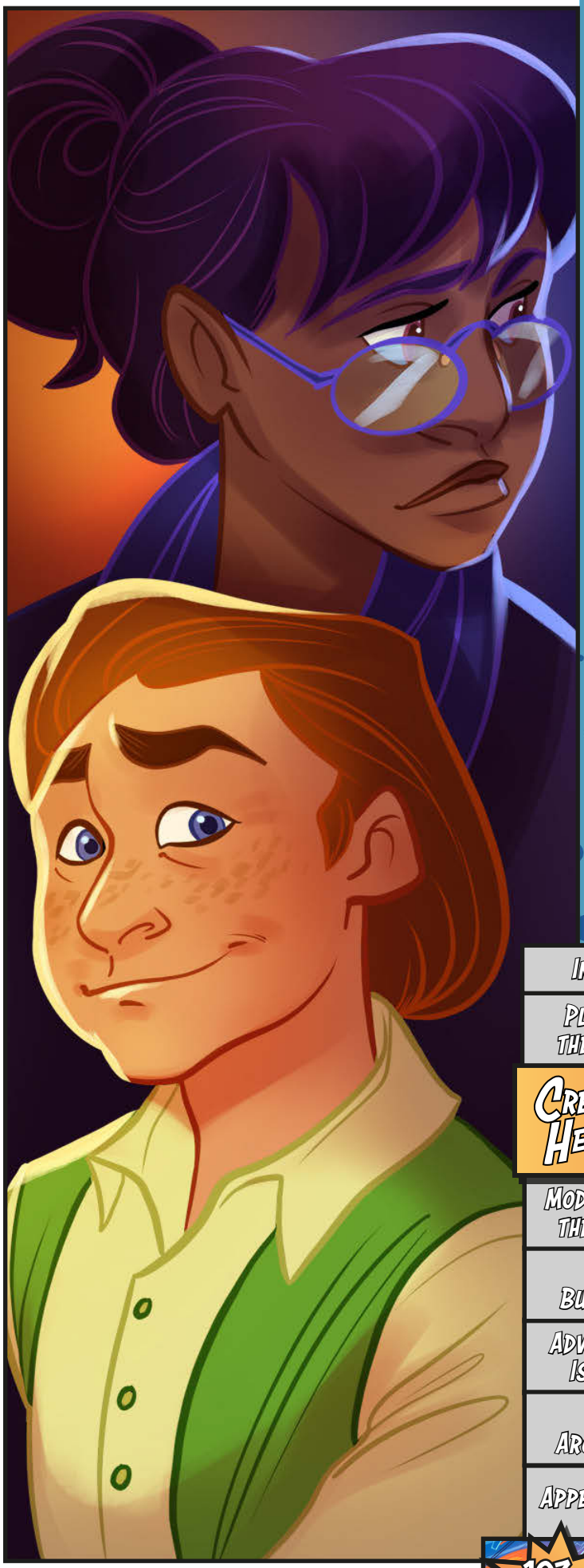
Make up a quality based on your hero's backstory. Assign d8 to it.

Out Ability:
- Defend an ally by rolling your single [quality] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN	6
YELLOW	8
RED	10



16 CHEERFUL

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Boost an ally by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 10
YELLOW 8
RED 6

17 NAIVE

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Hinder an opponent by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6
YELLOW 6
RED 12

18 APATHETIC

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Remove a bonus or penalty of your choice.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 6
YELLOW 8
RED 10

19 JADED

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Remove a bonus or penalty of your choice.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 10
YELLOW 8
RED 6

20 ARROGANT

Make up a quality based on your hero's backstory. Assign ◆8 to it.

Out Ability:
- Hinder an opponent by rolling your single [power] die.

Choose **two** Red abilities from the list in the next section.

STATUS DICE

GREEN 10
YELLOW 8
RED 6



EXAMPLE

With Lone Wolf, Jim isn't the type to react to pressure. Christopher records 8 for his Green, Yellow, and Red status dice.

For his custom quality, Christopher decides he wants Jim's former life as Sheriff to be important, as well as his "fish out of time" nature. He goes with Time-Lost Sheriff and records it as 8 under Qualities.

DIE TYPE	QUALITIES	DIE TYPE
	Time-Lost Sheriff	d8

STA

GREEN

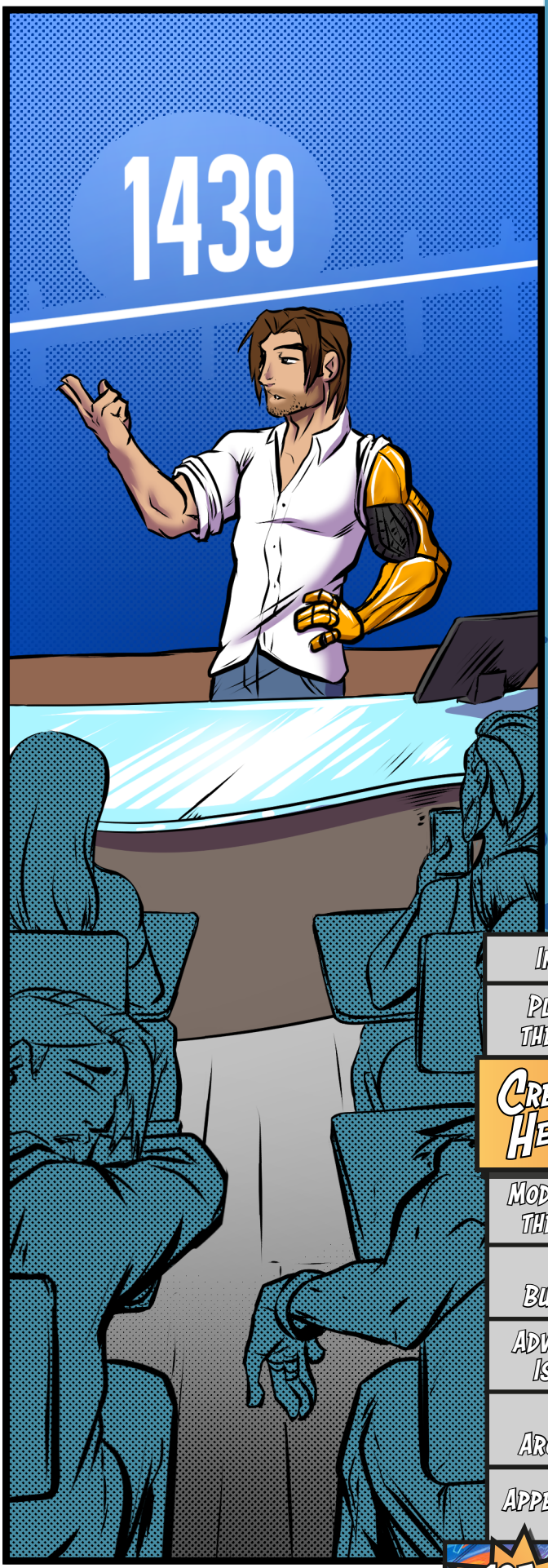
YELLOW

His Out ability represents Jim's teaching of the other heroes and what lessons they can apply even when he's out of commission, so Christopher picks History to go with it, and writes "Boost an ally by rolling your single History die" under the Out section.

RED 7

OUT Boost an ally by rolling your single History die

Then he moves on to Red abilities.



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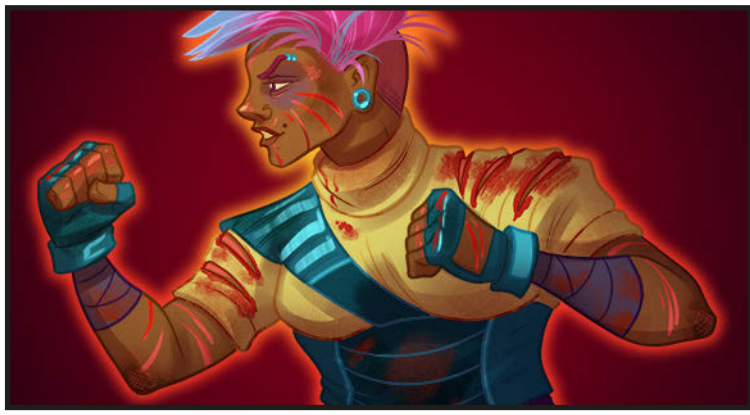
STEP 5 RED ABILITIES

Choose two Red abilities. The Red abilities are grouped by power and quality category, but not just for convenience. You must have a die assigned to a power or quality in a category to use with an ability from that category. If an ability doesn't use a power or quality at all (like most Inherent abilities), you must have a power or quality rated 6 or higher in that category in order to take it.

Some Red abilities also specify that they can only be used with a specific power or quality instead of any from within that category.



ATHLETIC POWERS

ICON	NAME	TYPE	GAME TEXT
	Major Regeneration	A	Hinder yourself using Vitality. Use your Min die. Recover health equal to your Max+Mid dice.
	Paragon Feat	A	Overcome using [power] in a situation that requires you to be more than humanly capable, like an extreme feat of strength or speed. Use your Max+Min dice. Boost all nearby allies with your Mid die.
	Push Your Limits	I	You have no limit on amount of Reactions you can take. Each time you use a Reaction after the first one each turn, take 1 irreducible damage or take a minor twist.
	Reactive Strike	R	When you are Attacked and dealt damage, you may Attack the source of that damage by rolling your single [power] die, plus the amount of damage you take.

ELEMENTAL/ENERGY POWERS

ICON	NAME	TYPE	GAME TEXT
	Charged Up Blast	A	Attack using [power] and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.
	Eruption	A	Attack up to three targets, one of which must be you, using [power]. Assign your Min, Mid, and Max dice as you choose among those targets.
	Improved Immunity	I	If you would take damage from [element/energy], ignore that damage and Recover that amount instead. Use the value of the damage to Boost yourself.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Purification	A	Remove all bonuses and penalties from the scene. You cannot use this ability again this scene.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

HALLMARK POWERS

ICON	NAME	TYPE	GAME TEXT
	Charged Up Blast	A	Attack using [Signature Weaponry] and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.
	Quick Exit	A	Attack using [Signature Vehicle]. Use your Max die. Hinder each nearby opponent with your Mid die. After using this ability, you and up to 2 allies may end up anywhere in the scene, even outside of the action.
	Sacrificial Ram	A	Attack up to three nearby targets using [Signature Vehicle]. Use your Max+Mid dice against each of them. You cannot use your Signature Vehicle power for the rest of this scene and until it is recovered/repaired.
	Ultimate Weaponry	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Attack using your Mid die plus that bonus.

INTELLECTUAL POWERS

ICON	NAME	TYPE	GAME TEXT
	Calculated Dodge	R	You may take 1 irreducible damage to reroll the dice pool of a target that is Attacking or Hindering you.
	Give Time	A	Boost another hero using [power]. If that hero has already acted for the turn, use your Max die, and that hero loses Health equal to your Min die. That hero acts next in the turn order.
	Reliable Aptitude	I	When taking any action using [power], you may reroll your Min die before determining effects.
	Unerring Strike	A	Attack using [power]. Use your Max+Min dice. Ignore all penalties on this attack, ignore any Defend actions, and it cannot be affected by Reactions.

MATERIALS POWERS

ICON	NAME	TYPE	GAME TEXT
	Field of Hazards	A	Hinder any number of targets in the scene using [power]. Use your Max+Min dice. If you roll doubles, also Attack each target using your Mid die.
	Impenetrable Defense	A	Defend using [power] against all Attacks against you until your next turn using your Max+Mid dice.
	Like the Wind	R	When you are Attacked and dealt damage, you may ignore that damage completely. If you do, treat the value of the damage as a Hinder action against you instead.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

MOBILITY POWERS

ICON	NAME	TYPE	GAME TEXT
	Calculated Dodge	R	You may take 1 irreducible damage to reroll the dice pool of a target that is Attacking or Hindering you.
	Heroic Interruption	R	When an Attack deals damage to a nearby hero in the Red zone, you may take 6 irreducible damage to redirect that Attack to a target of your choice, other than the source of the Attack.
	Intercession	R	When multiple nearby heroes are Attacked, you may take all the damage instead. If you do, roll your [power] die + Red zone die and Defend against the Attack by the total.
	Take Down	A	Attack using [power]. Use your Max die. Then, Hinder that target using your Mid+Min dice.
	Untouchable Movement	A	Boost yourself using [power]. Use your Max+Min dice. Then, you may end up anywhere else in the scene, avoiding any dangers between your starting and ending locations.



PSYCHIC POWERS

ICON	NAME	TYPE	GAME TEXT
	Dangerous Hinder	A	Hinder using [power]. Use your Max+Mid dice. If you roll doubles, also Attack the target using your Mid+Min dice and take damage equal to your Min die.
	Dire Control	A	Select a minion. That minion is now entirely under your control and acts at the start of your turn. If you are incapacitated, you lose control of this minion. You may also choose to release control of this minion at any time. At the end of the scene, this minion is defeated.
	Final Wrath	A	Attack using [power]. Use your Max+Mid+Min dice. Take a major twist.
	Give Time	A	Boost another hero using [power]. If that hero has already acted for the turn, use your Max die, and that hero loses health equal to your Min die. That hero acts next in the turn order.
	Impenetrable Defense	A	Defend using [power] with your Max+Mid dice against all Attacks against you until your next turn.
	Impossible Knowledge	I	At the start of your turn, change any penalty into a bonus.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

SELF CONTROL POWERS

ICON	NAME	TYPE	GAME TEXT
	Change Self	I	At the start of your turn, swap two of your power dice. They stay swapped until changed again or the scene ends.
	Empowerment	R	When you are Attacked, roll your single [power] die as a Defend against that Attack. Also Boost yourself with that same roll.
	Impenetrable Defense	A	Defend using [power] with your Max+Mid dice against all Attacks against you until your next turn.
	Major Regeneration	A	Hinder yourself using [power]. Use your Min die. Recover Health equal to your Max+Mid dice.
	Defensive Deflection	R	When you would be dealt damage, you may roll your single [power] die as a Defend against that damage and as an Attack against a nearby target other than the source of that damage.
	Mutable Form	A	Choose three basic actions. Use [power] in your pool and take one action with your Max die, a different action with your Mid die, and a third action with your Min die.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Resurrection	I	Once per issue, if you would go to 0 Health, roll [power] + [any Physical or Mental quality] + Red zone die. Your Health becomes that number.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

TECHNOLOGICAL POWERS

ICON	NAME	TYPE	GAME TEXT
	Combustion	A	Attack multiple nearby targets using [power]. Use your Max+Mid dice. Take irreducible damage equal to your Min die.
	Final Wrath	A	Attack using [power]. Use your Max+Mid+Min dice. Take a major twist.
	Full Defensive	A	Hinder yourself by rolling your single [power] die. You are immune to damage until the start of your next turn. You cannot use this ability again this scene.
	Ultimate Weaponry	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Then, Attack using your Mid die plus that bonus.
	Unload	A	Attack multiple targets using [power], using your Max+Min dice. If you roll doubles, take a minor twist or damage equal to your Mid die.



INFORMATION QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Critical Eye	A	Select a target. Boost using [quality]. Use your Max+Mid+Min dice. That bonus must be used against that target before the end of your next turn, or it is wasted.
	Discern Weakness	A	Remove a bonus on a target. Hinder that target using [quality]. Use your Max die, and that penalty is persistent and exclusive.
	Reliable Aptitude	I	When taking any action using [quality], you may reroll your Min die before determining effects.
	Specialized Info	A	Overcome using [quality]. Use your Max+Min dice.

MENTAL QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Aware Response	R	After an opponent Attacks or Hinders you or a nearby ally, Attack the opponent by rolling your single [quality] die.
	Canny Awareness	A	Overcome using [quality]. Use your Max+Min dice. Hinder all nearby opponents with your Mid die.
	Considered Planning	A	Boost using [quality] and use your Max die. Defend against all Attacks against you using your Mid die until your next turn. Note your Min die result: as a Reaction, until your next turn, you may Hinder an attacker using that result.
	Final Wrath	A	Attack using [quality]. Use your Max+Mid+Min dice. Take a major twist.
	Harmony	I	As long as you have at least one bonus created from [quality], treat [power] as one size higher (max 12).
	Purification	A	Remove all bonuses and penalties from the scene. You cannot use this ability again this scene.

PHYSICAL QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Book It	A	Hinder any number of close targets using [quality]. Use your Max die. End your turn elsewhere in the scene.
	Endurance Fighting	I	Whenever you Attack a target with an action, you may also Hinder that target with your Min die.
	Finishing Blow	A	Attack using [quality]. Use your Max die. Remove any number of penalties from the target. Add your Min die to the Attack each time you remove a penalty.
	Reactive Defense	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your single [quality] die.



SOCIAL QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Heroic Sacrifice	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your single Red zone die.
	Inspiring Totem	I	When you use an ability action, you may also perform any one basic action using your Mid die on the same roll.
	Lead by Example	A	Make a basic action using [quality.] Use your Max die. All other heroes who take the same basic action on their turn against the same target receive a Boost from your Mid+Min dice.
	Ultimatum	A	Hinder using [quality]. Use your Max+Min dice. Boost yourself or an ally with your Mid die.

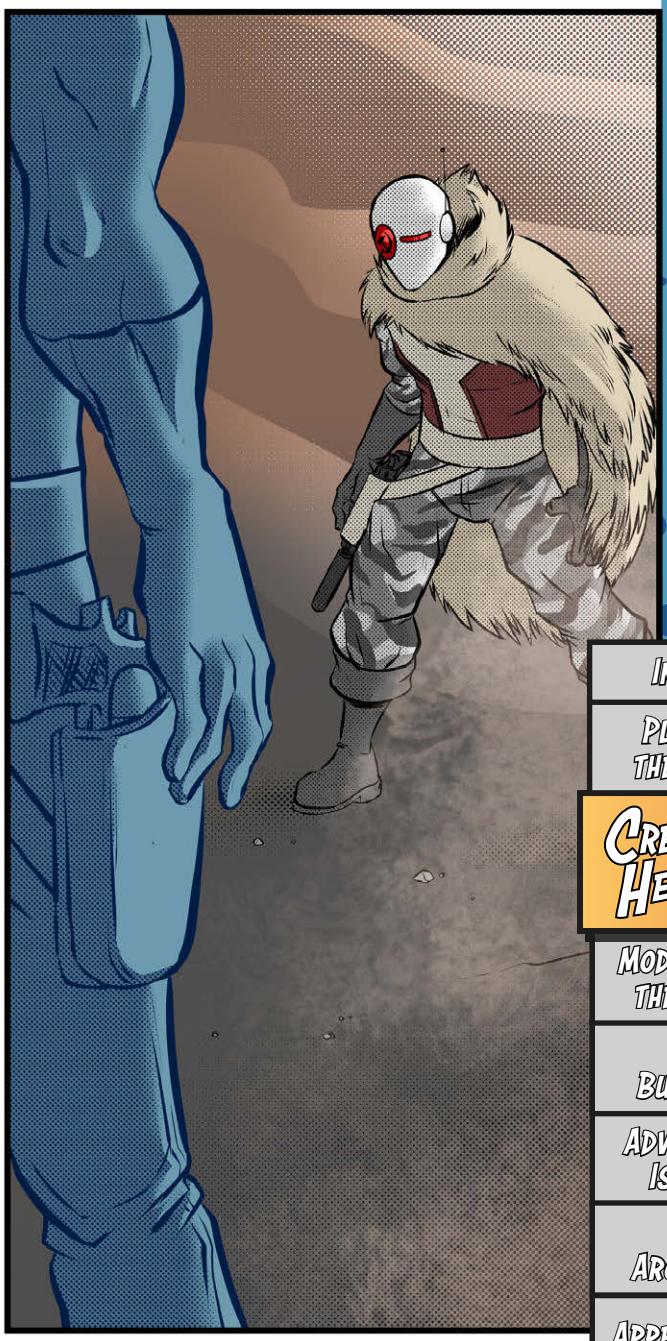
EXAMPLE

Skimming the list of Red abilities and the categories Jim has access to, Christopher settles on Give Time from Psychic powers and Final Wrath from Mental qualities. Give Time needs a Psychic power and gets renamed to:

ICON	NAME	TYPE
	Temporal Bootstrap	A
GAME TEXT		
Boost another hero using Postcognition. If that hero has already acted for the turn, use your Max die, and that hero loses Health equal to your Min die. That hero acts next in the action order.		

And Final Wrath gets changed to:

ICON	NAME	TYPE
	Showdown	A
GAME TEXT		
Attack using Self-Discipline. Use your Max+Mid+Min dice. Take a major twist.		



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STEP 6 RETCON

You're almost done — but maybe there's something that's not quiiiite right. That's what the retcon (comics parlance for "retroactive continuity") is for: tweaking a hero's origin story in a subtle way.

For you as the creator of the hero, you can do one of the following things:

- Swap any two dice within your powers
- Swap any two dice within your qualities
- Choose a different power or quality used in one of your abilities
- Add any 6 power or quality from any category
- Increase your Red status die by one size (maximum 12)
- Change either of your principles to any other principle
- Gain an extra Red ability, as described in Step 5

EXAMPLE

Christopher doesn't have anything that he really wants to change, so he decides to gain another Red ability. He wants something else to go with Masadah that especially fits with Jim's ability to escape extremely dangerous situations. He uses his retcon to take the Red ability Quick Exit and renames it Get Out of Dodge, applying his Robot Horse power to it.

ICON	NAME	TYPE
	Get Out of Dodge	A
GAME TEXT		
Attack using Robot Horse. Use your Max die. Hinder each nearby opponent with your Min die. After using this ability, you and up to 2 allies may end up anywhere in the scene, even outside of the action.		



STEP 7 HEALTH

Add up the following numbers:

- 8
- The maximum value of your Red status die
- The maximum value of any one of your Athletic powers or Mental qualities (4 if you have none)
- The roll of 8 or 4 (choose before rolling)

This total becomes your total Health. Use the chart to the right to determine your Green, Yellow, and Red Health ranges.

EXAMPLE

Christopher looks at Jim's Red status (8) and any Athletic powers or Mental qualities (and finds Self-Discipline at 10). He rolls 8 and gets a 4. So his maximum Health equation is 8 + 8 (Red status die) + 10 (Mental quality: Self-Discipline) + 4 (rolled 8) = 30.

He notes down the 30, and then copies his Green range as 30-23, Yellow range as 22-12, and Red range as 11-1.

HEALTH QUICK REFERENCE

Max	Green	Yellow	Red
40	40-30	29-15	14-1
39	39-30	29-15	14-1
38	38-29	28-14	13-1
37	37-29	28-14	13-1
36	36-28	27-14	13-1
35	35-27	26-13	12-1
34	34-26	25-13	12-1
33	33-26	25-13	12-1
32	32-25	24-12	11-1
31	31-24	23-12	11-1
30	30-23	22-12	11-1
29	29-23	22-11	10-1
28	28-22	21-11	10-1
27	27-21	20-11	10-1
26	26-21	20-10	9-1
25	25-20	19-10	9-1
24	24-19	18-10	9-1
23	23-19	18-9	8-1
22	22-18	17-9	8-1
21	21-17	16-9	8-1
20	20-16	15-8	7-1
19	19-15	14-8	7-1
18	18-15	14-8	7-1
17	17-14	13-7	6-1



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STEP 8 FINISHING TOUCHES

Now it's time to fill in the finishing touches! While going through this hero creation process, you've been thinking about your new hero. What does your hero look like normally? Do they wear a costume while fighting crime? What's their heroic identity? Does anyone know their civilian alias?

All of these details go at the top of your hero's sheet: there's space for your Hero Name and Alias, as well as a Physical Attributes section. There, you fill in your Gender, Age, and Height, as well as notes about your Eyes, Hair, Skin, and Build. Finally, briefly detail the Costume/Equipment your hero wears and uses in the field. To further elaborate on their look, you also have space to sketch out your hero if you want, or find an image (maybe from your favorite comic artist) to put in the blank box to the left.

DESCRIBING HEROES VIA ATTRIBUTES

When filling out your Physical Attributes, don't feel constrained by the names of each section. These are opportunities to give some defining traits of your hero, but if any of them don't quite fit, feel free to fill them out in a way that makes them fit, or even leave them blank. A bald hero could say "none" under Hair, a hero made of glowing energy might write "bioluminescent" for Skin, and an alien hero could put "seven" for Eyes. Your Age need not be specific. "35" is a perfectly fine Age, but "mid-thirties" is fine, too. Similarly, Gender is not constrained to merely "F" or "M". If neither one of those accurately describe your hero's gender, find what does.

Also, heroes change over time. None of the things in your Physical Attributes section need be set in stone. Those traits are not there to lock you in, but to give you helpful shorthand methods of thinking and talking about your hero, so use them to your advantage, and change them whenever necessary.

If you haven't renamed your abilities yet, go over them and come up with some snappy names that fit your hero, filling them in the Name slots in the ability section of your hero sheet.

Congratulations, you have now completed your ***Sentinel Comics RPG*** hero!

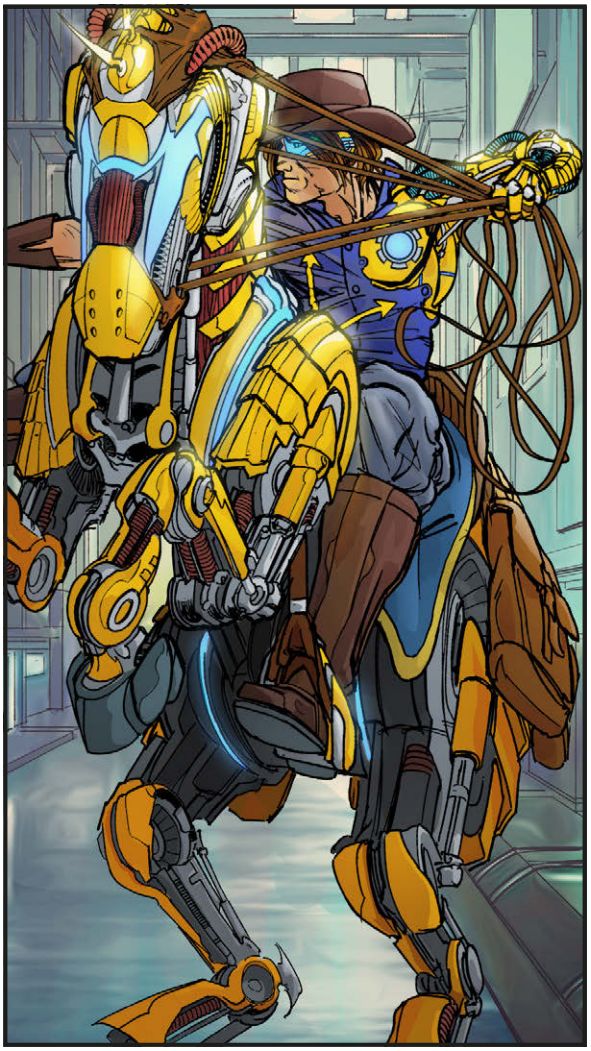
EXAMPLE

Finally, Christopher fills in Jim's new hero identity. It's time for Chrono-Ranger to ride again, but this time as ***Time-Slinger!*** *He records that new moniker under Hero Name and fills in Alias with the name* ***Jim Brooks****.*

Under Physical Attributes, Christopher writes ***M*** *for Gender,* ***Middle-Aged*** *for Age, and* ***5'11"*** *for Height. On the next line, he writes* ***Brown*** *for Eyes,* ***Brown*** *for Hair, and* ***Tan*** *for Skin. He then describes Time-Slinger's Build as* ***Rugged****.*

Under Costume/Equipment, he writes: ***Cowboy hat, worn jeans, brown leather boots. Blue collared shirt emblazoned with golden clock arms. Golden left arm. Golden time-gun. Glowing blue eyepiece over left eye. Has robot horse named Masadah.***

With that, Christopher gives the hero sheet a quick once-over. Time-Slinger is ready to hit the trail!



Powers, Explained

As described on page 15, powers are those exceptional traits inherent to you that make you a hero. Whether that's a supernatural power provided by an otherworldly source, a quirk of genetics, or just old fashioned training, your powers are what make you a cut above.



Athletic Powers

NAME	*DESCRIPTION*
Agility	Your reflexes are honed.
Speed	You're quick on your feet.
Strength	You're strong and have no problem lifting.
Vitality	You're in a good shape and good health. At higher levels of vitality, you may even have a regenerative ability.

Elemental/Energy

NAME	*DESCRIPTION*
Cold	Brr. You can lower the temperature dramatically and shape ice to your whim.
Cosmic	The primal energies of the universe itself are yours to command.
Electricity	You command the lightning (or just a nearby powerline).
Fire	You can make everything burn.
Infernal	You can command the demonic energies of the underworld.
Nuclear	The splitting of the atom allows you to channel raw power and radiation.
Radiant	The light of the Heavenly Host is at your fingertips, ready to purge the world of evil.
Sonic	Focused waves of sound can be wielded to great effect, both for destructive vibration and for sound mimicry.
Weather	You can control the weather, including terrible storms and winds. If you want a more direct application of the weather's power, you can also take electricity or cold to supplement it.

Hallmark

NAME	*DESCRIPTION*
Signature Vehicle	You have a custom vehicle that is nearly always on hand for you — it could be an awesome motorcycle, a tricked out van or even something like a magical surfboard. (Be sure to rename this power on your hero sheet to whatever your vehicle is.)
Signature Weaponry	You have a weapon that is almost like a part of you, from Fanatic's blade Absolution to Wraith's arsenal of knives. (Be sure to rename this power on your hero sheet to whatever your weapon is.)
Invented Power (with GM's Permission)	There might be a specific power not otherwise covered by the powers listed here. With the GM's permission, you can add another power.

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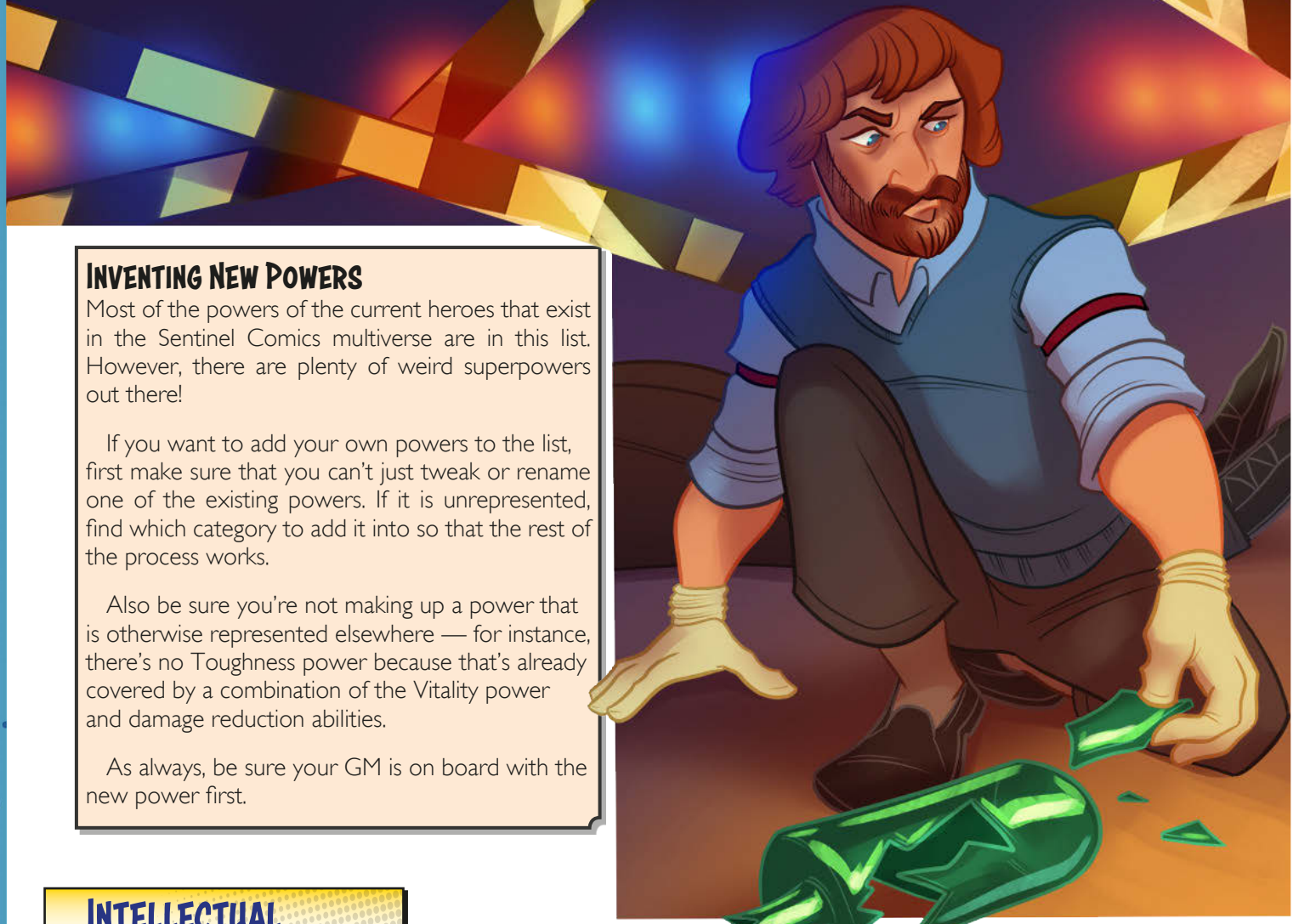

Inventing New Powers

Most of the powers of the current heroes that exist in the Sentinel Comics multiverse are in this list. However, there are plenty of weird superpowers out there!

If you want to add your own powers to the list, first make sure that you can't just tweak or rename one of the existing powers. If it is unrepresented, find which category to add it into so that the rest of the process works.

Also be sure you're not making up a power that is otherwise represented elsewhere — for instance, there's no Toughness power because that's already covered by a combination of the Vitality power and damage reduction abilities.

As always, be sure your GM is on board with the new power first.

Intellectual

NAME	*DESCRIPTION*
Awareness	You have enhanced senses that give you a broader range of awareness, covering everything from innate danger sense to superior sight and hearing.
Deduction	Your mind can make leaps of logic by analyzing details.
Intuition	You have strong gut feelings about what's going to happen and these feelings frequently lead to correct conclusions.
Lightning Calculator	You can perform intense feats of mathematics in your head in the blink of an eye.
Presence	You project your personality strongly over those you meet.

Materials

NAME	*DESCRIPTION*
Metal	You can command and control metals, fashioning them to all kinds of shapes.
Plants	The plants of this world (and maybe beyond) respond to your thoughts, growing as you see fit.
Stone	You can shape stone and use it to build as well as destroy.
Toxic	You can manipulate toxic substances, including radioactive wastes and various poison gases.
Transmutation	You can transform non-living materials from one type to another. (To control them, also take other entries from this category in addition to transmutation.)

Mobility

NAME	DESCRIPTION
Flight	Look, up in the sky! It's you!
Leaping	Whether it's from immense strength or the proportionate ability of a bullfrog, you can leap through the air with ease.
Momentum	You build up momentum as you move and can channel it effectively.
Swimming	You are at home in the water and can propel yourself seamlessly through it. (At 8 or above, you also have no problems breathing underwater.)
Swinging	Via ropes or other devices, you can swing yourself across town, as long as you have something to grab onto.
Teleportation	Poof! You can disappear one place and reappear another. The greater the die value, the bigger distance you can go and the more control you have over the process.
Wall-Crawling	You can stick to walls and travel across them quickly.

Psychic

NAME	DESCRIPTION
Animal Control	Your mental abilities let you talk to and command non-sentient animals.
Illusions	You can weave convincing mental images to others.
Postcognition	You can experience visions of what has happened in the past to a person, place, or object.
Precognition	You have a limited ability to see into the future–or at least, a potential future.
Remote Viewing	You can project your senses to view another place at the same time.
Suggestion	You can influence minds to act based on your will.
Telekinesis	You can move things with your mind. The higher the die, the heavier the things and the more precision you have.
Telepathy	You can send thoughts as well as read minds.



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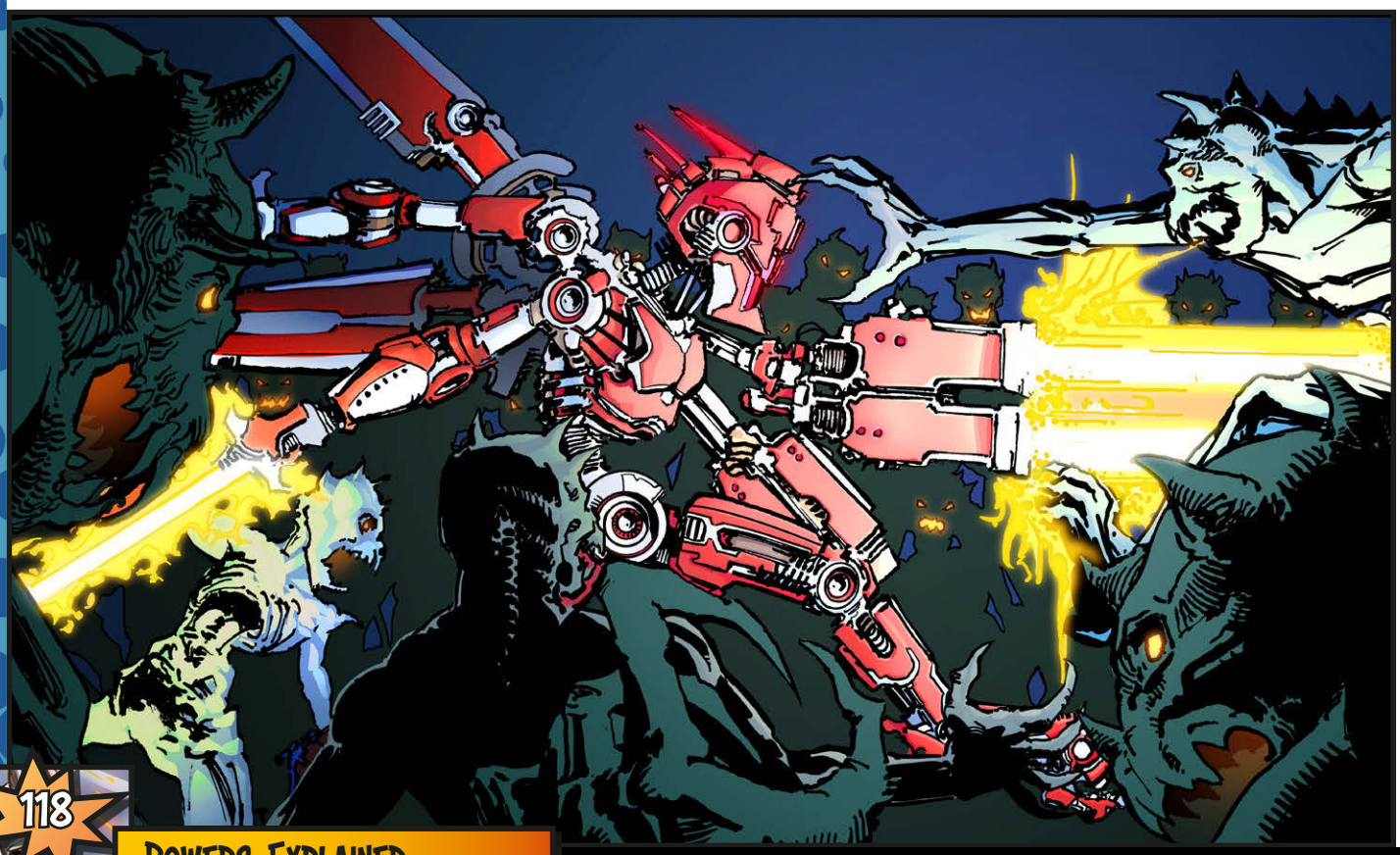
Self Control

NAME	DESCRIPTION
Absorption	You can absorb energy sent to you, and channel it into other forms.
Density Control	You can make yourself more or less dense to make yourself more resistant to harm or have a lighter step.
Duplication	You can make copies of yourself. Generally these copies won't be functional enough to act as full heroes, unless your abilities let you back this up.
Elasticity	You can stretch your entire body.
Intangibility	You can pass through solid objects.
Invisibility	You can make yourself unseen when needed.
Part Detachment	You can give someone a hand. Or any other limb, really.
Shapeshifting	You can change your form into something roughly the same size. Some shapeshifters have a limited number of forms they can take, while others are more mutable.
Size-Changing	You can increase or decrease your size, from a tall building to ant-sized.

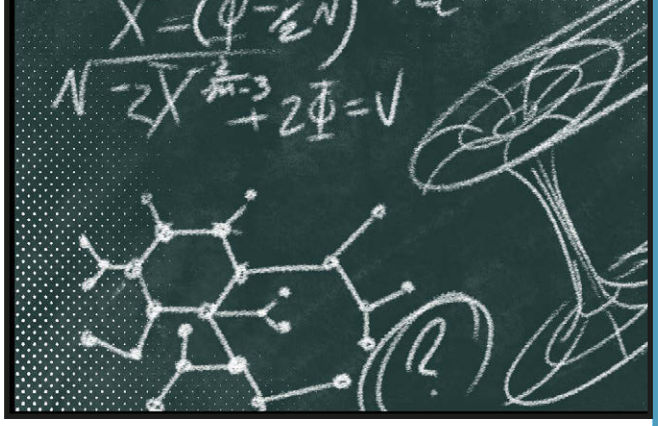
Technological

NAME	DESCRIPTION
Gadgets	You have access to a wide variety of useful technological tools for any given situation — generally built by somebody else.
Inventions	You can invent your own technological tools, and have some of your own inventions on you at all times.
Power Suit	You have a technological suit with a variety of built-in functions.
Robotics	You are able to create your own robot servitors.



Qualities, Explained

As detailed on page 15, qualities are learned traits that come from your background and experience. Your powers are what you have access to, but your qualities are how you use them.

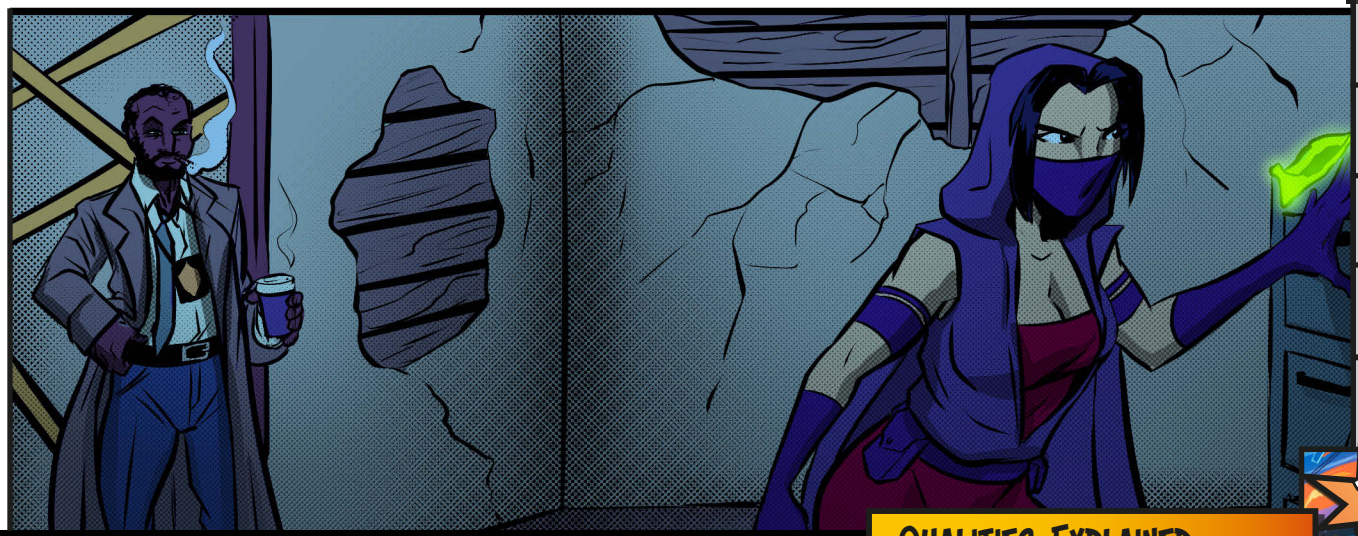


Information

NAME	*DESCRIPTION*
Criminal Underworld Info	You are connected in the world of organized crime. If you need to find a guy who knows a guy or have some loot to fence, you know how to do it.
Deep Space Knowledge	You have experience in the inhabited worlds beyond Earth and knowledge of various stellar bodies outside the solar system.
History	You have a deep knowledge of various historical facts from around the world.
Magical Lore	You have studied occult tomes and know all kinds of details of the mystical and arcane realms.
Medicine	You have training in treating illness and injury.
Otherworldly Mythos	You have gazed into other dimensions such as the Realm of Discord and returned with strange knowledge.
Science	You know about physical sciences such as physics, biology, and more.
Technology	You are an expert in engineering and computers.

Mental

NAME	*DESCRIPTION*
Alertness	You have worked on training your natural or unnatural senses to be alert at all times.
Conviction	You believe in a cause or a faith so strongly that it drives you to great heights.
Creativity	You are practiced in a creative field, perhaps painting, singing, or interpretative dance.
Investigation	You have training in investigation, from evidence collecting techniques to forensic styles.
Self-Discipline	After practiced meditation and honed willpower, you have incredible depths of discipline over your emotions.



Physical

NAME	DESCRIPTION
Acrobatics	You are trained in all manner of gymnastic and aerial maneuvers.
Close Combat	You can fight up close: it might be with melee weapons, it might be martial arts, or it might be plain old fashioned punching.
Finesse	You are very precise with your hands and can pull off defusing a bomb or picking a pocket.
Fitness	You are in top physical shape and can run long distances without getting tired.
Ranged Combat	You are skilled in attacking from afar, whether it be with guns, archery, or suit-mounted lasers.
Stealth	You are an expert at sneaking in any environment.

Social

NAME	DESCRIPTION
Banter	You have a gift for gab that sometimes can be used to annoy your enemies (or friends).
Imposing	You know how to make yourself intimidating to your foes.
Insight	You can read people and determine what they're trying to hide.
Leadership	You can lead and direct your allies effectively.
Persuasion	You can convince others that what you're saying is in their best interest.



Special

As part of hero creation, you write your own quality that describes your hero. Think of this as your "high concept" or "elevator pitch" that defines an important part of the hero that's not otherwise represented. This quality helps define your hero, but also provides a good default quality for situations where a more specific quality might not do.

In general, instead of being a specific skill, lean more towards something that sums up multiple parts of the hero. Rather than Religion ◆8◆ that only covers a narrow subset of your background, you could instead take Peaceful Theologian ◆8◆ which encompasses more possibilities and says more about your hero.



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PRINCIPLES QUICK REFERENCE

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ENERGY/ELEMENT	Esoteric	124
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FAUNA	Esoteric	124
FLORA	Esoteric	125
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IMMORTALITY	Esoteric	125
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SIDEKICK	Responsibility	139
TEAM	Responsibility	140
UNDERWORLD	Responsibility	140
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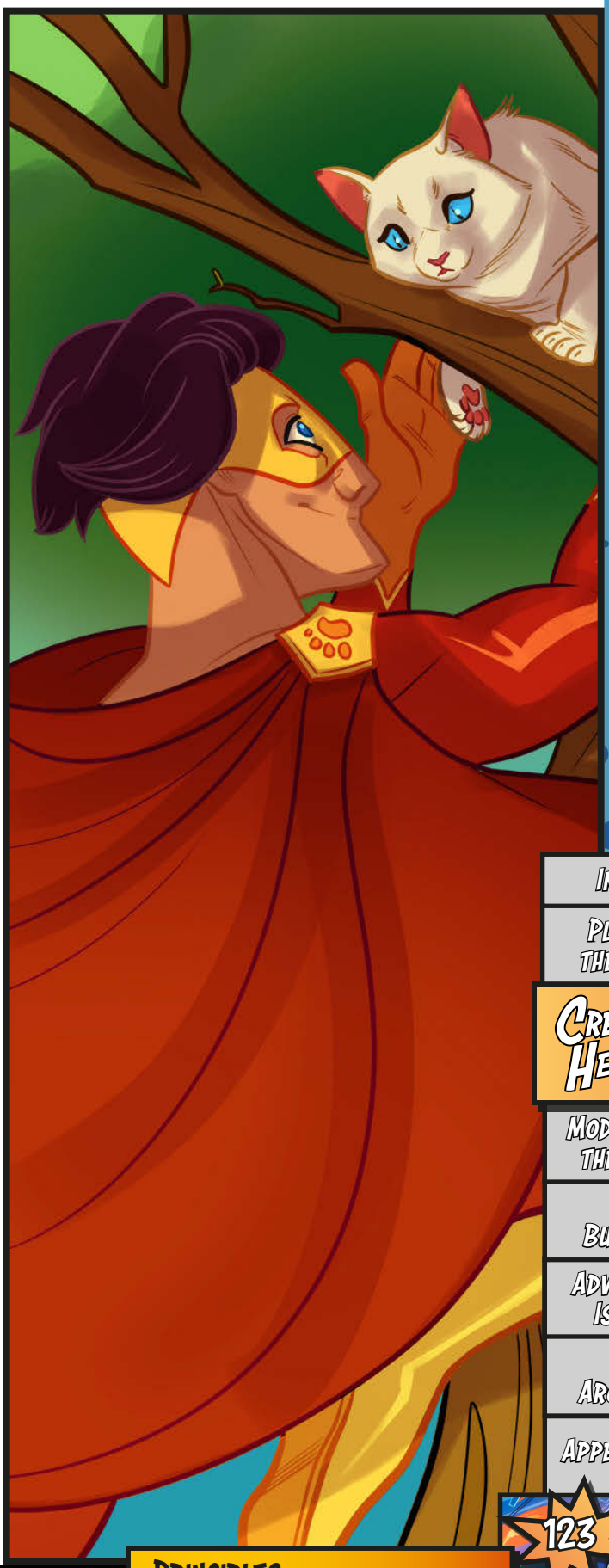
YOUTH	Responsibility	141

Principles

Principles are the guiding ideas that make your hero truly heroic. Each principle gives you roleplaying notes to aid in bringing your hero to life, as well as a Green ability that shows how your principles relate to the way you act as a hero. Additionally, each principle asks a couple of questions for when your hero encounters twists: one for minor twists and one for major twists. These are questions that your GM might ask you when a twist comes up as a result of your hero's actions. Record all of this information on your hero sheet, with the roleplaying notes and minor/major twist questions on the front of your hero sheet, and the Green ability at the bottom of the Green Ability section on the back of your hero sheet. As discussed on page 15, principles are defining parts of your hero — not just what they believe in or what defines them, but also possible directions for their stories.

Principles include these elements:

- **During Roleplaying:** These serve as guidance for how the principle affects the hero's behavior (when you as a player play them) and/or other facts you should keep in mind for the hero, even if there are no specific rules attached. In general, the during roleplaying parts establish capital-T Truths about the hero. A hero with Principle of the Sea should never have to make rolls to survive in the ocean unless there's a very specific reason they would struggle with it.
- **Minor Twist:** An open-ended question posed to the player about a complication that comes up in the hero's story, generally with limited consequences.
- **Major Twist:** An open-ended question to the player about a story-defining complication that comes up for the hero, generally with major consequences.
- **Green Ability:** An ability added to the hero's sheet, listed where it says "Principle of the…" These abilities nearly always define a circumstance where it helps the hero with the Overcome action.



Esoteric Principles

A hero with one of these principles has something more than a little strange about them. Who were you before? Where is your life leading? Are you even human? The weirdness that is your hero story may be commonplace for you (or not!), but those around you are likely to notice something a little different, especially when things start going wrong.

Principle of Destiny

During Roleplaying: Signs and portents lead you towards an inevitable place in your life. You can always gain some measure of direction when needed.

Minor Twist: What omen of dire fortune did you just witness?

Major Twist: What heinous prophecy just came true?

ICON	NAME	TYPE	GAME TEXT
	Principle of Destiny	A	Overcome a situation directly connected to your destiny and use your Max die. You and each of your allies gain a hero point.

Principle of [Energy/Element]

During Roleplaying: You have an affinity to or a love of [energy/element]. You can interact with that [energy/element] with ease.

Minor Twist: What other energy/element is currently causing your powers to go on the fritz?

Major Twist: What source of energy/element is currently dampening all your powers?

ICON	NAME	TYPE	GAME TEXT
	Principle of [Energy/Element]	A	Overcome a challenge involving [energy/element] and use your Max die. You and each of your allies gain a hero point.

Principle of Exorcism

During Roleplaying: You can detect the subtle hints of the influence of other realms in an event.

Minor Twist: What is (literally or figuratively) coming back to haunt you?

Major Twist: What has been allowed to enter this world?

ICON	NAME	TYPE	GAME TEXT
	Principle of Exorcism	A	Overcome entities or elements from another dimension and use your Max die. You and each of your allies gain a hero point.

Principle of Fauna

During Roleplaying: Your innate animalistic nature allows you to identify any type of non-sapient animal life and determine its origin in broad terms, such as Earth, alien, etc.

Minor Twist: How did your primal nature get the better of you?

Major Twist: What is the only way the animal within can be restrained?

ICON	NAME	TYPE	GAME TEXT
	Principle of Fauna	A	Overcome with the aid of local fauna and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF FLORA

During Roleplaying: You can identify any type of plant life and determine its origin in broad terms, such as Earth, alien, etc.
Minor Twist: What grows out of your control?
Major Twist: How is nature reclaiming something important?

ICON	NAME	TYPE	GAME TEXT
	Principle of Flora	A	Overcome with the aid of local flora and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE FUTURE

During Roleplaying: You have visions or knowledge of things yet to come.
Minor Twist: What unintended ripple did your actions have?
Major Twist: What ripple effect now threatens the future as you know it?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Future	A	Overcome using your knowledge of possible futures and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF IMMORTALITY

During Roleplaying: You do not age and will not be affected by mundane ailments.
Minor Twist: You take the long view of things. How does that cause you to be too slow?
Major Twist: What important attachment must you shed?

ICON	NAME	TYPE	GAME TEXT
	Principle of Immortality	A	Overcome a situation involving your physical condition and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE INNER DEMON

During Roleplaying: You have a darkness in you that you strive to keep suppressed. You can reach out to your dark side to connect with similar forces.
Minor Twist: What sinister act comes from tapping into your dark side?
Major Twist: What havoc does your dark side inflict as you allow it to take control?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Inner Demon	A	Tap into your dark psyche to Overcome a problem and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF MAGIC

During Roleplaying: You are attuned to an otherworldly force, and can feel the mystical energies of the area.
Minor Twist: What weird curse is now following you around?
Major Twist: What mystical backlash has changed your life?

ICON	NAME	TYPE	GAME TEXT
	Principle of Magic	A	Overcome against a mystical force and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF THE SEA

During Roleplaying: You can speak to aquatic creatures and breathe underwater.
Minor Twist: What challenge does the surface world pose for you?
Major Twist: What disaster is incoming as the sea comes calling?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Sea	A	Overcome a situation while underwater and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF SPACE

During Roleplaying: You can survive in the vacuum of space without additional equipment.
Minor Twist: Who can hear you scream?
Major Twist: What caused you to drift off into the unknown?

ICON	NAME	TYPE	GAME TEXT
	Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE TIME TRAVELER

During Roleplaying: You are far from your own time and are often unsure how to act in this time. You have an innate sense for when time is not quite right in the era you're in.
Minor Twist: What detail of this era did you not previously know about?
Major Twist: What effects are happening as you discorporate in time?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Time Traveler	A	Overcome a problem using knowledge from your home era and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE UNDEAD

During Roleplaying: You are "living challenged." You can still be hurt and damaged, but you can ignore many of the afflictions that bother the living.
Minor Twist: How did your undead nature unnerve those around you?
Major Twist: How are you risking your connection to the living world with what happened?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Undead	A	Overcome a situation where your undead nature comes in handy and use your Max die. You and each of your allies gain a hero point.

Expertise Principles

These principles are all about being good at stuff. Your hero has some level of knowledge and practice — a skill or talent that they have internalized in some way. The way your hero behaves in and out of combat is informed by their expertise, and that also points to their weaknesses and what things they worry about.

Principle of Clockwork

During Roleplaying: You are good at understanding how pieces operate in tandem and can identify flaws in ordered systems.
Minor Twist: What tool just broke?
Major Twist: What faraway location are your tools now occupying?

ICON	NAME	TYPE	GAME TEXT
	Principle of Clockwork	A	Overcome a complex problem with a simple tool and use your Max die. You and each of your allies gain a hero point.

Principle of the Gearhead

During Roleplaying: You always know the general state of repair or function of an item of technology, whether it's a simple toaster or an alien orbital defense system.
Minor Twist: What mechanical device just shorted out?
Major Twist: What machine just went terribly off the rails?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Gearhead	A	Overcome a technological challenge and use your Max die. You and each of your allies gain a hero point.

Principle of History

During Roleplaying: You have many contacts and references in the archaeological, historical, and anthropological fields.
Minor Twist: How did your old-timeyness cause an issue?
Major Twist: What ancient force is now making itself known in the present?

ICON	NAME	TYPE	GAME TEXT
	Principle of History	A	Overcome a situation involving archaeology, history, or puzzle-solving and use your Max die. You and each of your allies gain a hero point.

Principle of the Indestructible

During Roleplaying: You ignore damage from unpowered close-combat weapons and attacks, such as clubs and non-powered fists, or basic ranged attacks, such as slings and arrows.
Minor Twist: What goes wrong with your defenses?
Major Twist: Who gets hurt other than you as a result of you not being able to take damage?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Indestructible	A	Overcome in a situation where you charge headlong into danger and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF THE LAB

During Roleplaying: You have nearly unlimited access to a dedicated research area, and are at home there.
Minor Twist: What did you make a detour to observe and sample for later experiments?
Major Twist: Something's gone very wrong at the lab; what was it?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Lab	A	Overcome while in a familiar workspace or when you have ample research time. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF MASTERY

During Roleplaying: You have thoroughly studied your own powers and are proud of your mastery of them. You understand a good deal about the metaphysics of your powers.
Minor Twist: How did your powers fail you in the moment?
Major Twist: What side effects are you suffering from your powers?

ICON	NAME	TYPE	GAME TEXT
	Principle of Mastery	A	Overcome in a situation that uses your powers in a new way and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE MENTOR

During Roleplaying: It is important to you to share your knowledge and experience with less-weathered heroes. Everyone grants you some measure of respect for your wisdom.
Minor Twist: Which whippersnapper just showed you up?
Major Twist: What has just proven that you're too behind the times?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Mentor	A	Overcome a challenge that someone else younger already tried and failed. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE POWERLESS

During Roleplaying: You value training and hard work over enhanced abilities. You understand how to get things done without powers and how to exploit flaws in powered individuals.
Minor Twist: What temporary injury did you just suffer?
Major Twist: What more serious injury did you just suffer?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Powerless	A	Use your knowledge of the limitations of super powers in an Overcome action and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF SCIENCE

During Roleplaying: You are up to date on and understand most modern scientific theories and research and can quote from them during conversations.
Minor Twist: What were the surprising effects of leveraging that scientific principle in this situation?
Major Twist: Oh heck! What just blew up?

ICON	NAME	TYPE	GAME TEXT
	Principle of Science	A	Overcome while applying specific scientific principles. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF SPEED

During Roleplaying: You're fast, and you don't like to waste time. You like to be on your way as quickly as possible.
Minor Twist: What physical drawbacks do you suffer from going too fast?
Major Twist: What critical detail did you speed by earlier that is now coming back to haunt you?

ICON	NAME	TYPE	GAME TEXT
	Principle of Speed	I	When you successfully Overcome, you may end up anywhere in the current environment. You and each of your allies gain a hero point.

PRINCIPLE OF STEALTH

During Roleplaying: You always know the most efficient method to enter or leave a location.
Minor Twist: What evidence of your presence did you just leave behind?
Major Twist: What just happened that identified you as an obvious threat?

ICON	NAME	TYPE	GAME TEXT
	Principle of Stealth	A	Overcome to infiltrate somewhere or avoid detection and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF STRENGTH

During Roleplaying: You are very strong, so you must be careful to not crush delicate things. You do not need to roll to perform mundane acts of great strength.
Minor Twist: What just broke?
Major Twist: Who just broke?

ICON	NAME	TYPE	GAME TEXT
	Principle of Strength	A	Overcome using brute force and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF THE TACTICIAN

During Roleplaying: You are constantly assessing the situation, making plans and backup plans, and then reassessing the situation.
Minor Twist: What one variable did your plan not account for?
Major Twist: What major threat is revealed that invalidates all your plans?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Tactician	A	Overcome when you can flashback to how you prepared for this exact situation. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF WHISPERS

During Roleplay: You hear a voice in your head that no one else hears. That voice tells you things, which might be true or false, but the voice certainly seems to know a lot.
Minor Twist: How did the voice in your head just distract you?
Major Twist: What is the voice demanding of you now?

ICON	NAME	TYPE	GAME TEXT
	Principle of Whispers	A	Overcome against a challenge that involves information that you have no real way of knowing and use your Max die. You and each of your allies gain a hero point.

Ideals Principles

Many heroes take up heroing due to their ideals. There is something you believe in — something you feel so strongly about that you take up the cape and fight for what is most important to you. You stand for something, which means you also are particularly sensitive about a related, perhaps opposite ideal. Your strength, and also your vulnerability, comes from your ideals.

Principle of Chaos

During Roleplaying: You are an unpredictable free spirit. Even towering intellects can't predict what you will do next.
Minor Twist: How did you fall in line in order to get something done?
Major Twist: What has caused you to become predictable and stale?

Icon	*Name*	*Type*	*Game Text*
	Principle of Chaos	A	Overcome a situation in a way that is truly unpredictable and use your Max die. You and each of your allies gain a hero point.

Principle of Compassion

During Roleplaying: You are an empathetic person. You feel the suffering of others around you.
Minor Twist: What overwhelming injustice causes you extra pain?
Major Twist: How will you handle disconnecting from humanity?

Icon	*Name*	*Type*	*Game Text*
	Principle of Compassion	A	Overcome to connect with an individual on a personal level and use your Max die. You and each of your allies gain a hero point.

Principle of the Defender

During Roleplaying: You will put yourself in harm's way to defend another without a second thought.
Minor Twist: How do your actions put you in more danger than before?
Major Twist: What great sacrifice did you just make to succeed?

Icon	*Name*	*Type*	*Game Text*
	Principle of the Defender	A	Overcome a situation that requires you to hold the line and use your Max die OR use your Mid die and Defend with your Min die. You and each of your allies gain a hero point.

Principle of Dependence

During Roleplaying: You are reliant on [something] and cannot normally function without it.
Minor Twist: How did the object of your dependence get damaged or lost?
Major Twist: How is your dependence preventing you from functioning as a hero?

Icon	*Name*	*Type*	*Game Text*
	Principle of Dependence	A	Overcome in a situation that the object of your dependence was made for. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF EQUALITY

During Roleplaying: You have a keen sense of social status and can spot any situation where people are treated unfairly.
Minor Twist: Who is in danger that you just spotted?
Major Twist: What will you sacrifice to protect the downtrodden?

ICON	NAME	TYPE	GAME TEXT
	Principle of Equality	A	Overcome to protect the rights of the underprivileged and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF GREAT POWER

During Roleplaying: Your powers are so strong they can even scare you sometimes, but you work hard to control them. You can wield those powers to intimidate others.
Minor Twist: How do you restrain yourself from unleashing your full power?
Major Twist: What major damage do you inflict in the process of saving the day?

ICON	NAME	TYPE	GAME TEXT
	Principle of Great Power	A	Overcome a situation using one of your highest rated powers and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE HERO

During Roleplaying: Because of your abilities, you have a calling to protect others.
Minor Twist: Your immediate need to help someone else causes you to drop the ball in your personal life. What was it?
Major Twist: You're given an ultimatum between your life as a hero and something else you value. What do you give up?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Hero	A	Overcome in a situation in which innocent people are in immediate danger and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF HONOR

During Roleplaying: You are governed by a strict code of conduct. Even under coercion, you will not compromise your ideals.
Minor Twist: Your honor has been challenged. How will you answer?
Major Twist: Will you choose your honor, or your life?

ICON	NAME	TYPE	GAME TEXT
	Principle of Honor	A	Overcome a situation to maintain your code of honor and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF JUSTICE

During Roleplaying: You are always aware of acts of injustice in your environment and those who have committed them.
Minor Twist: How are you taking extra time to show yourself as a shining example of justice?
Major Twist: How do you unnerve your allies in the single-minded pursuit of justice?

ICON	NAME	TYPE	GAME TEXT
	Principle of Justice	A	Overcome to stop an act of injustice in progress and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF LIBERTY

During Roleplaying: You believe strongly in freedom and always side with the oppressed. You can never truly be mentally restrained.
Minor Twist: How do you become temporarily trapped?
Major Twist: How have you become a prisoner yourself?

ICON	NAME	TYPE	GAME TEXT
	Principle of Liberty	A	Overcome in a situation where you are restricted or bound and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF ORDER

During Roleplaying: You believe in organization and concordance. You always keep your head in the face of chaos.
Minor Twist: What element of disorder causes your plan to fall apart?
Major Twist: How is your ordered existence ruined by chaos?

ICON	NAME	TYPE	GAME TEXT
	Principle of Order	A	Overcome a challenge where you can organize other people. Use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF SELF PRESERVATION

During Roleplaying: You value your own safety more than most others in your line of work. You will never be caught fully unaware in a situation where your life is at stake.
Minor Twist: Who suffers because of your hesitation?
Major Twist: Are you willing to lay down your life to save others?

ICON	NAME	TYPE	GAME TEXT
	Principle of Self Preservation	A	Overcome to get yourself out of immediate danger and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE ZEALOT

During Roleplaying: Your will is indomitable, and your beliefs govern your actions.
Minor Twist: Who suffered extra because of your zealous persecution?
Major Twist: What has your faith called on you to do that no one else will understand?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Zealot	A	Overcome a situation that tests your faith and use your Max die. You and each of your allies gain a hero point.



Identity Principles

These principles are not as much about your beliefs or who you are inside as they are about who you are on the outside. How do you present yourself as a hero? How do you treat your friends? Your enemies? The innocent people you protect?

Principle of Ambition

During Roleplaying: There is something you want, and you strive towards achieving your goals, no matter the cost. You see paths to victory that no one else will.
Minor Twist: How is the pursuit of your goals getting in the way of being a hero in this situation?
Major Twist: What did you just pass up or miss that could have helped you achieve your biggest goal at last?

ICON	NAME	TYPE	GAME TEXT
	Principle of Ambition	A	Overcome a situation where someone else has given you a bonus from a Boost and use your Max die. You and each of your allies gain a hero point.

Principle of Amnesia

During Roleplaying: Your past is lost to you or otherwise obscured. Others have immense difficulty in keeping track of you.
Minor Twist: You have a flash of your former life that momentarily distracted you — what was it?
Major Twist: A shocking detail of your past changes the current situation — how does it affect the scene?

ICON	NAME	TYPE	GAME TEXT
	Principle of Amnesia	A	Overcome a situation where a completely fresh perspective is useful and use your Max die. You and each of your allies gain a hero point.

Principle of Detachment

During Roleplaying: You are detached from emotional situations and always keep your cool.
Minor Twist: Which hero or supporting character have you just alienated with your distant behavior?
Major Twist: How have you withdrawn from the current situation to cope?

ICON	NAME	TYPE	GAME TEXT
	Principle of Detachment	A	Overcome a challenge related to duress or fear and use your Max die. You and each of your allies gain a hero point.

Principle of Discovery

During Roleplaying: You are eager to learn new things at any cost. You can rattle off data about newly discovered concepts and ideas.
Minor Twist: What new discovery causes you to reconsider what you are doing?
Major Twist: What new discovery must you keep hidden at all costs?

ICON	NAME	TYPE	GAME TEXT
	Principle of Discovery	A	When you're on the forefront in making a discovery or invention and take an Overcome action to further your knowledge, use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF LEVITY

During Roleplaying: You keep your positive outlook even when all hope is lost. Your spirit is nearly impossible to break.
Minor Twist: Who did you offend by making light at the wrong time?
Major Twist: What has occurred to finally break your good spirits?

ICON	NAME	TYPE	GAME TEXT
	Principle of Levity	A	Overcome a dire situation where your jokes prevent demoralization and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE LONER

During Roleplaying: You're the best at what you do, as long as no one else sees you do it. You can always find your own path.
Minor Twist: Now that you're separated from your team, how will you get back?
Major Twist: How do you alienate the rest of your team with your loner tendencies?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Loner	A	Overcome when doing something different from the rest of your team and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE NOMAD

During Roleplaying: You are far away from home, but you're used to living on the road. You know how to get by on the run.
Minor Twist: What problem does your lack of attachments cause?
Major Twist: How have you been lost from your new home?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Nomad	A	Overcome a situation where you can apply lessons from the road and use you Max die. You and each of your allies gain a hero point.

PRINCIPLE OF PEACE

During Roleplaying: You believe that the ultimate goal of your mission is peace, and that violence is usually not the answer. While not necessarily a pacifist, you can almost always come up with a non-violent solution to problems.
Minor Twist: What causes you to lose your calm?
Major Twist: What major issue do you create with your team when you refuse to engage in violence?

ICON	NAME	TYPE	GAME TEXT
	Principle of Peace	A	Overcome a situation with serenity instead of violence and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF RAGE

During Roleplaying: They don't like you when you're angry. Your fury is intimidating to many.
Minor Twist: What did your anger just mess up?
Major Twist: Who have you thoroughly alienated with your outbursts?

ICON	NAME	TYPE	GAME TEXT
	Principle of Rage	A	Overcome a situation where you can channel your rage for good and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF SAVAGERY

During Roleplaying: Your wild instincts stay with you and guide your actions. You can survive in the wild and resist the trappings of civilization.
Minor Twist: Who did you harm with your rampage?
Major Twist: What major act of collateral damage are you responsible for?

ICON	NAME	TYPE	GAME TEXT
	Principle of Savagery	A	Overcome a situation that taps into your primal nature and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE SPLIT

During Roleplaying: You have two (or more) entirely separate facets to your personality. As a result you can look at a situation from many different angles.
Minor Twist: What perspective ended up being the wrong one for the situation?
Major Twist: What inner conflict has completely thrown you off?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Split	A	Overcome a situation that benefits from having a completely new outlook and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE SPOTLESS MIND

During Roleplaying: You have a state of blissful ignorance. Grudges, entanglements, and commitments slide right off you.
Minor Twist: What slid off you previously that could have been useful right now?
Major Twist: What major thing did you forget and why did forgetting it make your situation much worse?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Spotless Mind	A	Overcome a situation where being free of the past is useful and use your Max die. You and each of your allies gain a hero point.

Responsibility Principles

These principles speak to the burden of being a hero: as a hero, you are in costume and "on the job", but what is the rest of your life like? Are you just an average civilian? Do you have a secret identity? Who are you when you're not heroing, and how does that influence and impact you as a hero? How does being a hero weigh on your day to day life?

Principle of Business

During Roleplaying: You are an entrepreneur — running a business is an important part of your life and your identity. You have a base of operations that you can rely on for support.
Minor Twist: You're always looking at the bigger picture. How does that cause friction in the moment with your team?
Major Twist: Your business interests are in danger. Where are your priorities, truly?

ICON	NAME	TYPE	GAME TEXT
	Principle of Business	A	Overcome in a situation related to the field of your business or knowing locals. Use your Max die. You and each of your allies gain a hero point.

Principle of the Debtor

During Roleplaying: You owe someone or something more than you can ever repay. You know plenty of folks willing to give out favors, but it'll cost you later.
Minor Twist: What potential source of wealth looks mighty tempting right about now?
Major Twist: Who has come to collect?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Debtor	A	Overcome in a situation related to repaying a debt and use your Max die. You and each of your allies gain a hero point.

Principle of the Detective

During Roleplaying: You can always tell when an important piece of information is being left out or obscured, though you might not know exactly what it is.
Minor Twist: What important clue did you miss?
Major Twist: What major secret was just revealed that you would rather have stayed hidden?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Detective	A	Overcome to learn hidden information and use your Max die. You and each of your allies gain a hero point.

Principle of the Double Agent

During Roleplaying: You are loyal to more than one organization, possibly working at cross purposes. You always cover your tracks.
Minor Twist: What were you just forced to do that seemed strange to your current allies?
Major Twist: Will you shatter your trust with your current allies or forfeit what your other allegiance offers?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Double Agent	A	Overcome in a situation where you can draw upon resources from your other organization and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE EVERYMAN

During Roleplaying: You are just a normal person who has had power thrust upon them or are otherwise in over your head. You don't have the same sense of lofty purpose as other heroes. When needed, you can make yourself just another face in the crowd.
Minor Twist: Which hero did you make look good at the expense of yourself?
Major Twist: How are you utterly and totally out of your league?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Everyman	A	Overcome when using a bonus made by another hero and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF FAMILY

During Roleplaying: Your family is an important part of your life. You have relatives in a wide range of fields that you can call upon.
Minor Twist: Which member of your family just compromised your mission?
Major Twist: What do you have to give up in your heroic life for the sake of your family?

ICON	NAME	TYPE	GAME TEXT
	Principle of Family	A	Overcome in a situation where you have been given advice from a family member and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE MASK

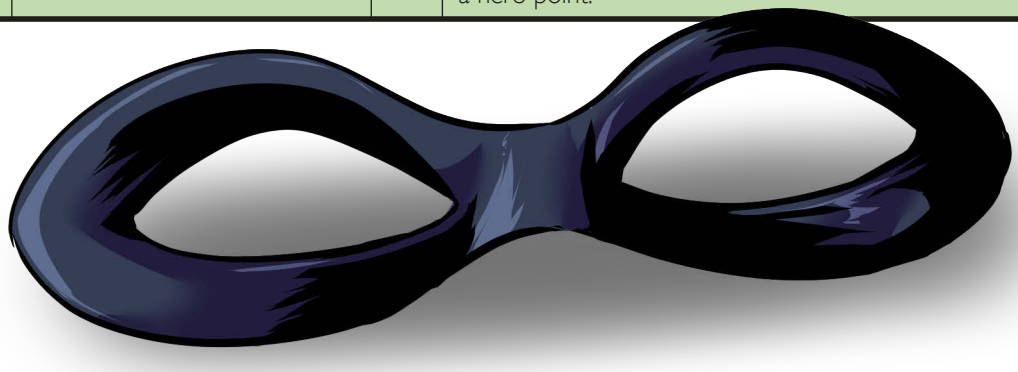
During Roleplaying: It is vitally important that you hide your true identity. You have a career that allows you to slip between identities when necessary.
Minor Twist: What clue about your real identity did you leave behind?
Major Twist: Who from your civilian life is now in imminent danger?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Mask	A	Overcome using knowledge from your civilian life and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE SIDEKICK

During Roleplaying: You always seem to be where the trouble is; you're never too far away when a crisis strikes the group you sidekick for.
Minor Twist: Which hero has to rescue you from your current predicament?
Major Twist: What serious lesson that you ignored is now getting you into big trouble?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Sidekick	A	Overcome a challenge that has already flummoxed a more senior teammate and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF THE TEAM

During Roleplaying: Your heroic team takes up a significant portion of your life and you have an official position in that team. Civilian authorities will recognize your status in the team.
Minor Twist: What embarrassment did you just cause as a representative of your team?
Major Twist: What major sanctions will you suffer as a result of your actions?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Team	A	Overcome by using your status as an official representative and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE UNDERWORLD

During Roleplaying: You have a variety of contacts from the criminal underworld and organized crime.
Minor Twist: What shady detail causes others to distrust you?
Major Twist: Are you guilty of what you're being arrested for?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Underworld	A	Overcome a problem related to your knowledge of the criminal underworld or using one of your contacts and use your Max die. You and each of your allies gain a hero point.



PRINCIPLE OF THE VETERAN

During Roleplaying: You remain clear-headed under intense combat situations.
Minor Twist: What affected you emotionally about the current conflict?
Major Twist: How are you withdrawing from the current conflict?

ICON	NAME	TYPE	GAME TEXT
	Principle of the Veteran	A	Overcome a tactical challenge using knowledge of a previous conflict and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF YOUTH

During Roleplaying: You have an innocent and cheerful outlook on most things, based on your upbeat personality and general lack of experience. You can slip into many situations that adults would have trouble with.
Minor Twist: Who has been put out by your overconfidence?
Major Twist: What person that you would hate to let down is now very disappointed in you?

ICON	NAME	TYPE	GAME TEXT
	Principle of Youth	A	Overcome a situation where your age or size is an asset and use your Max die. You and each of your allies gain a hero point.

MAKING YOUR OWN PRINCIPLES

Principles are fairly simple to create for the ***SCRPG*** from a mechanical perspective, and yet they can be tricky to get right. Be sure to work with your GM and get their approval as you create a custom principle for your hero.

First, decide in broad strokes what the principle represents, both mechanically and thematically. Then, choose a category to add it to: Esoteric, Expertise, Ideals, Identity, or Responsibility.

Define the "During Roleplaying" portion, including tips on how the principle might manifest in gameplay and also any advantages it provides during scenes. This description shouldn't be entirely negative or positive, and should be broad enough that it could apply to more than one specific hero. Any other minor/story benefits that makes sense as part of the principle go here as well.

Then, make up two open-ended questions for the minor and major twists. These should be vague enough to be applicable to a number of situations without one right answer, and they should push the hero into making interesting choices. Of course, the scope of the major twist should be more significant than the minor twist, but it's OK to make two variations on a theme here.

Finally, invent your Green ability. Choose a circumstance related to the principle where, when the hero is making an Overcome action, they would be more effective. Make sure it's not too narrowly defined ("Overcome in a situation involving a green octopus and use your Max die!") nor too broad to use on every roll ("Overcome in a situation where fighting is occuring and use your Max die!") to find a nice middle ground.

And don't forget to talk to your GM throughout this process!

Hero Advancement

The heroes of Sentinel Comics don't stay static. As they go through different experiences, they learn new things, they change their tactics, they gain new allies, and the nature of their powers might even develop into something new altogether.

As we discuss on pages 8-9, a single session of the RPG translates roughly into the story of one issue of a comic book, so we call it an issue. Six issues become a collection. Between collections, you might want to change up how your hero works based on what happened in the storyline.

Collecting Six Issues Into a Collection

As soon as your hero has six issues on their hero sheet, it's time to turn them into a collection. Erase all the issues from your sheet to start anew for the next session. Then, the group should work together decide what the collection from that issues is called. Sometimes this will just be the name of your super team, such as: "Sentinels of Freedom, Volume 1." This might also be a clever book name: "The Lost and The Found." Or it might specifically relate to the storyline you played through: "Hail… the Final Duchess!" As long as it's something that will remind you all of the different adventures you've been through together, it's a good title. Write that title under Collections. You now have access to that collection to call back on in future adventures (see page 32 for details on how to use collections).



Changing Your Hero Between Collections

The collection is designed to be the end of one storyline, and may include character developments for the heroes involved. Your power suit may be irrevocably broken, your shapeshifting abilities may have been permanently altered by a mystic artifact, or you've been swapped with an entirely different version of yourself from another reality. Between collections — or whenever is necessary for the story depending on what happens — you may make some changes to your hero.

Depending on the scope of the changes, the following are options:

- Make cosmetic changes
- Change details of the hero
- Majorly rewrite the hero

Starting Collections

The heroes in the Archives of this book all start with a collection, containing their first appearance in the pages of Sentinel Comics. This isn't a part of standard hero creation though, as your hero might not necessarily have previous appearances. However, if the GM wants to start the story further into your comic book career, each player can start with a collection. This can be one that all the heroes were a part of if they shared an origin story, or different collections if each hero had their own "solo title" first, or some mixture.

Make Cosmetic Changes

The hero may not have been affected much by the events of the story they just experienced, but that doesn't mean they can't make minor changes like a different hairstyle, codename, or costume. These changes don't require any special permission from the GM and can be done freely between collections. Even still, it's worth coming up with story reasons for these changes. What inspired your hero the change their hair color? Is there a notable influence that make them ditch the cape from their costume at this point?

Change Details

Some storylines result in the hero changing their personality, outlook, powers, or training focus. These major character changes require altering their hero sheet in bigger ways, digging into the details from the hero creation steps.

Any of the following changes can be made to heroes between collections:

- Swap one power for another power of the same die size, and update all abilities that use that power to the new one
- Swap one quality for another quality of the same die size (this includes your unique roleplaying quality), and update all abilities that use that quality to the new one
- Swap one principle for another
- Swap one ability for another of the same kind (Green, Yellow, or Red) using the same power source and archetype entries in hero creation Use the same power or quality for that ability.

Majorly Rewrite Hero

If a hero has been through major changes, especially in the type of powers, qualities, and abilities they should have, and the number of changes is bigger than what is covered under Change Details, you can consider majorly rewriting the hero.

To do so, go through the hero creation process from the beginning, using the constructed method to choose each entry based on changes to the hero. By the end, your hero should have a better-fitting set of powers and abilities, while keeping their history (including any previous collections).

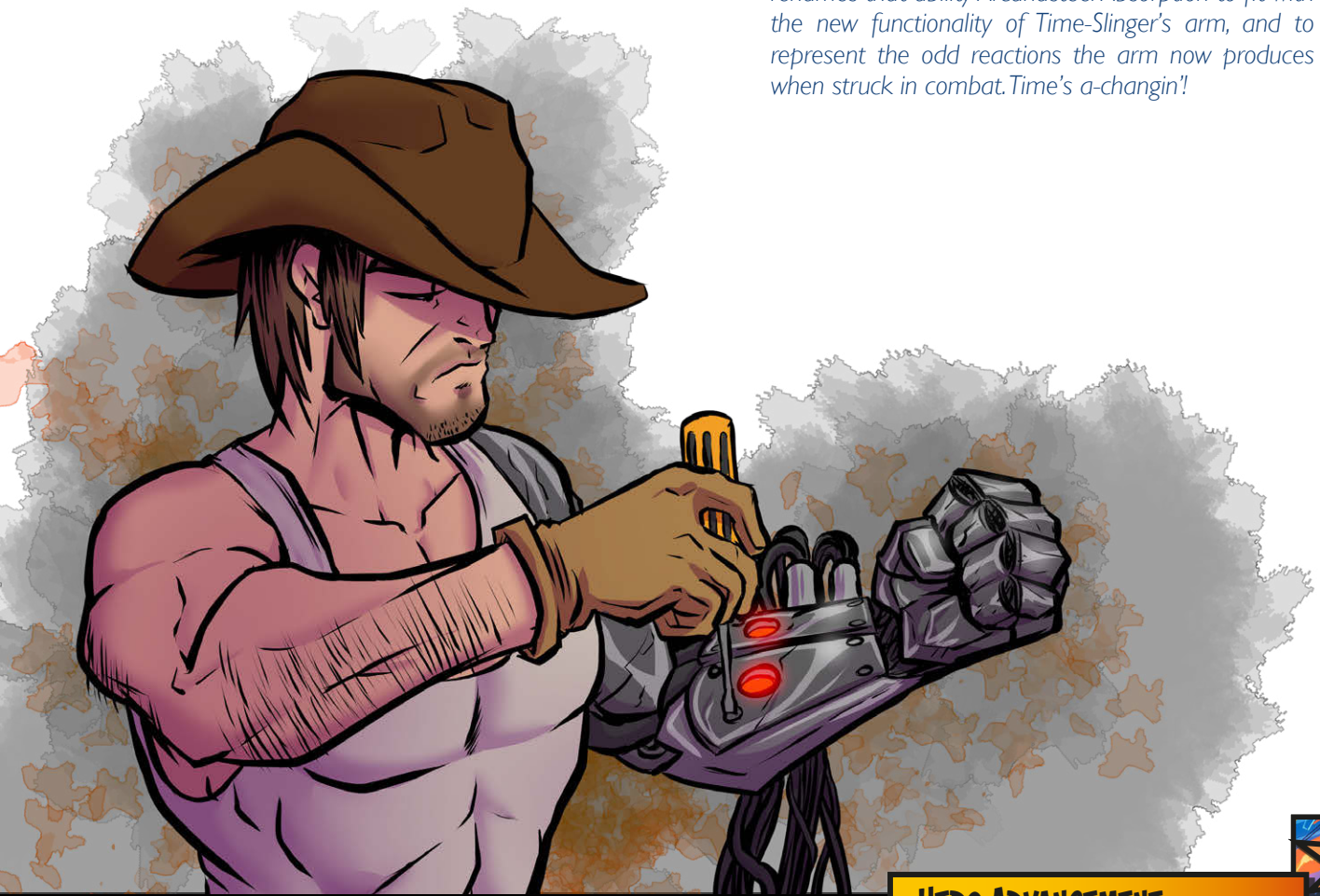
EXAMPLE

While playing through an issue, Time-Slinger's arm gets damaged in a fight against the villainous Galactra, but the technopath hero Unity fixes it using pieces of magical metal from the alien world they visited. After that issue wraps up, Christopher realizes that a couple changes need to happen to Time-Slinger to represent this alteration. They're not major enough changes to warrant majorly rewriting Time-Slinger, so he takes a look at the other two options.

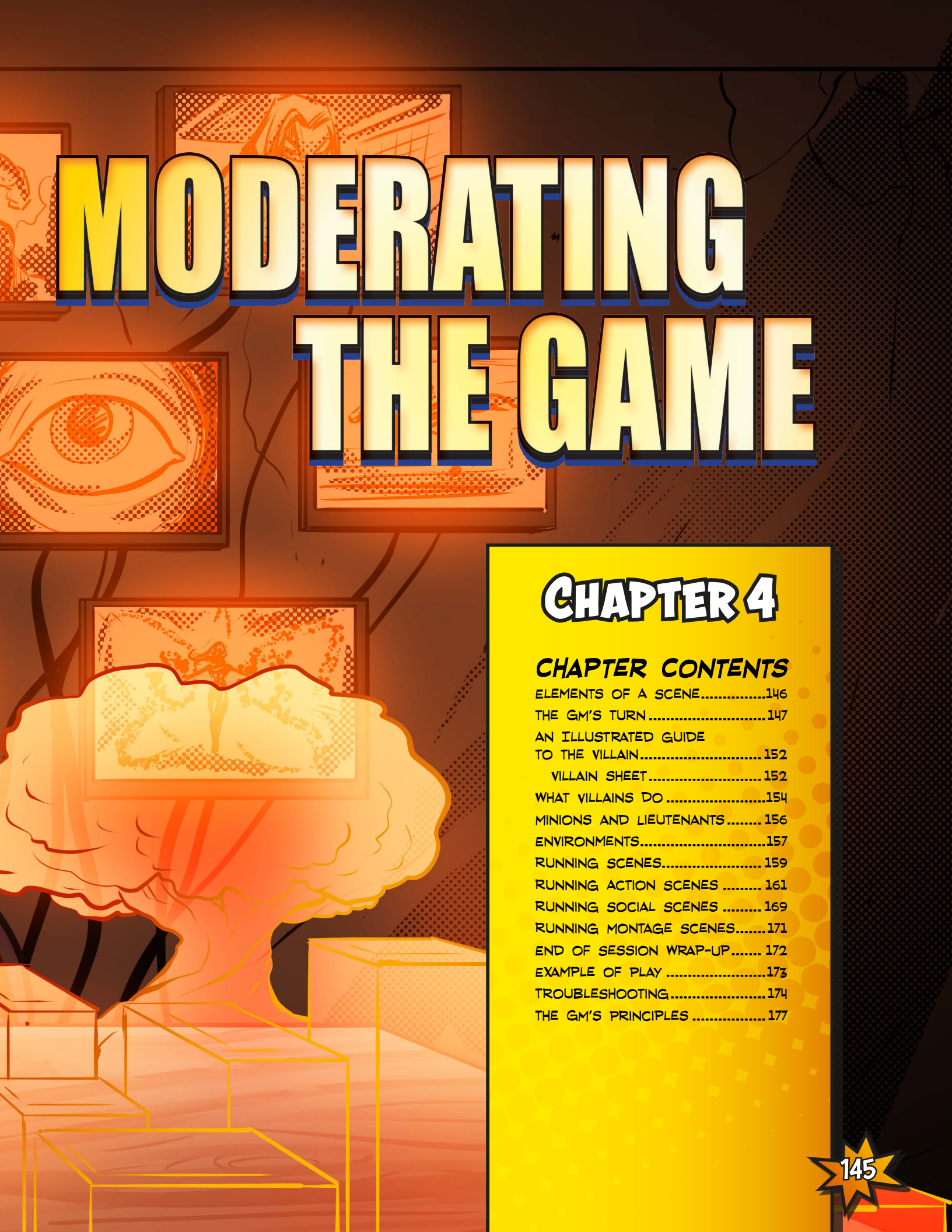
The first change falls into the Make Cosmetic Changes category, as Christopher just records a new description for Time-Slinger's arm on his Hero Sheet under Costume/Equipment.

However, there are more consequences to this event than just cosmetic! Using the guidelines in the Change Details category, Christopher swaps Time-Slinger's Power Arm power for Rebuilt Arcanasteel Arm, updating all of the abilities that referenced Power Arm to now reference Rebuilt Arcanasteel Arm.

Additionally, he drops the ability Localized Acceleration Yellow ability, instead picking Tactical Analysis from the Tech Upgrades power source that he used when originally creating Time-Slinger. Christopher renames that ability Arcanasteel Absorption to fit with the new functionality of Time-Slinger's arm, and to represent the odd reactions the arm now produces when struck in combat. Time's a-changin'!







MODERATING THE GAME

Chapter 4

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Welcome to the exciting world of Game Moderating the ***Sentinel Comics RPG*** — it's tons of fun to run! Chapter 2 provides a good description of what players can do, so make sure you read it before trying to absorb this chapter. Here, we delve much further into the role of the GM and help you learn how to be the most effective GM and create the most fun for yourself and the other players.

As the Game Moderator, you describe the world around the heroes, giving them people and places to interact with, and then engage in discussions with your players to move the story forward. When a hero wants to perform an action the outcome of which could significantly alter the stakes at hand, the dice come out and rolls are made. From burning skyscrapers to crashing planes, from space stations to bizarre realms, you make the game come to life.

If you've never taken on the mantle of GM in a tabletop roleplaying game before, it can seem daunting at first. But once you get into it, it's not nearly as complicated as it may look. This chapter distills our several decades' worth of GMing experience to make your job easier and, far more importantly, incredibly fun.

A Note on Terminology

Throughout the tabletop roleplaying hobby, the activity of being the game moderator is often referred to as **running** the game. "I'm running ***Sentinel Comics*** this weekend, do you want to join in?" a GM might say. This terminology is common in games that use a GM, a person whose job is to ensure that the game goes smoothly and to help new players learn the rules. You might know this role better as "game master" or "dungeon master" depending on which RPG you started with.

Tabletop gaming has a complex and fascinating family tree, and it gets some of its terminology from its roots in other hobbies and media. The terms **campaign** and **story arc** are in a lot of different RPGs, and these terms come from some of roleplaying's major influences: wargaming and comic books. They largely mean the same thing: a series of individual game sessions covering a continuing story with more or less the same group of heroes. ***SCRPG*** uses **story arc** for this concept, in homage to its comic book roots, but you'll hear both terms as you explore the RPG hobby.

Elements of a Scene

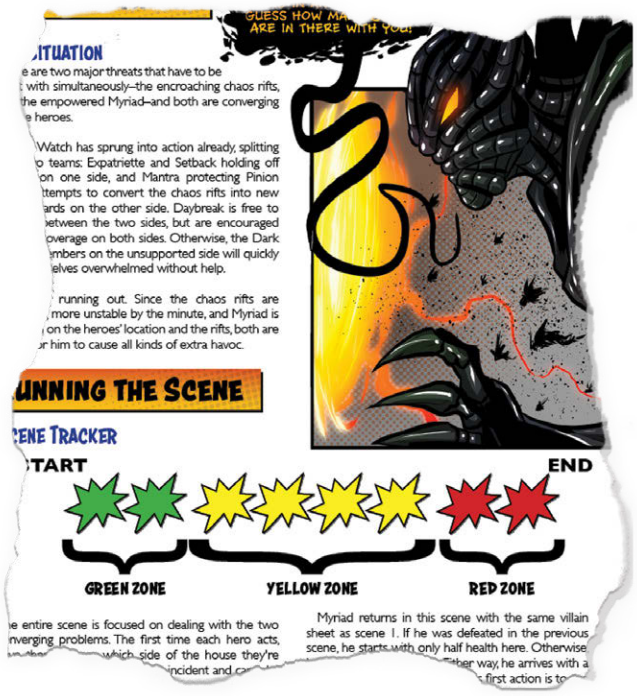
As we discussed in Chapter 2, each issue of ***SCRPG*** is broken up into scenes. Your job as the GM is to run these scenes, bringing to life all of the elements that the player characters will interact with while telling their story.

Before we dive into explaining how to run a scene, let's look at its cogs and wheels. The scene tracker, challenges, environments, threats, and twists all come together to make things exciting for you and your players. A lot of those things can be present at the same time in a scene, so you need a good grasp on all of these elements.

Ultimately, you can create your own scene elements and even entire scenes, issues, and collections, all of which is discussed in Chapter 5: The Bullpen.

In a published issue, you'll find the following elements in a scene:

- **Scene tracker:** Using GYRO, this tracks the tension and danger of the scene. It gets its own turn, during which it ticks off one space.
- **Villains/lieutenants/minions:** NPCs that oppose the heroes. They either start out in the scene, or show up over the course of the scene.
- **Environment/location:** The setting of the scene and what it provides to the action.
- **Challenges:** Pre-made structured problems for the player characters to deal with.
- **Twists:** Lists of major and minor twists tuned to the scene and the environment, if applicable.



The GM's Turn



OK, game moderator, now it's your turn. The game has begun, a furious action scene is underway, and one of the heroes tags an NPC you control to go next. What do you do now? It's your opportunity to make the heroes' opposition come to life! Here's how to do that.

To start, let's talk about each of the elements you control during your turns.

Scene Tracker



This is the **scene tracker**. Danger escalates as you check off spaces, moving from Green toward Red in the GYRO scale (page 16). The scene tracker tracks tension and danger in the action scene. It serves as a pacing mechanism as it unlocks new abilities for heroes and villains and creates more troublesome environmental twists and threats. When the scene tracker runs out of spaces to check, something bad happens and the scene comes to an end.

Scene GYRO is a measure of the danger, intensity, and desperation of an action scene's circumstances, tracked by the scene tracker. A scene starts in the Green zone; when the last Green space is marked, the scene's status becomes Yellow, and when the last Yellow space is marked, it becomes Red. When you mark the final Red space the scene is out and something bad happens — the villain's plan moves forward, heroes fail to save the passenger of a crashing plane, that bizarre portal spewing demons grows far larger and the demons far angrier — and we move to a new scene, possibly with much higher stakes for the heroes.

Which Status

The GYRO status of individual heroes and the scene itself defines the heroes' status dice, which abilities can be used, and the threats and twists available to the environment. **If the scene status and a character's personal GYRO status are different, use the one that's closer to Out.**

For example, if the scene's status is Yellow, **everyone's** status is at least Yellow, even a hero whose personal status is Green. A hero whose personal status is Red, however, is still in the Red zone, even if the scene is at Yellow.

Characters have access to abilities in their status zone, as well as any less dire zones. This means that a character with Green status (considering both personal and scene statuses) may usually only use Green abilities, while a character with Yellow status may use Green and Yellow abilities, and a character with Red status may use Green, Yellow, and Red. Environment threats and twists are unlocked in the same way, but consider only the scene's status, and not the personal status of any hero or villain.

Note: a character who is Out may only use their Out ability. They become severely limited in how they can affect the scene, but they can still help in a way specific to their character.

Super Simple Action Scenes

If you have a very simple action scene, you can run it without a scene tracker. In such cases, assume that the scene's status remains Green throughout. The scene ends when all challenges and/or opponents have been dealt with or when no chance of interesting complication remains.

Intro
Playing the Game
Creating Heroes
Moderating the Game
The Bullpen
Adventure Issues
The Archives
Appendices

When to Check a Space

Most of the time, you check the next space on the scene tracker's turn. That's right, it gets its own turn in an action scene's turn order! If the scene uses an environment (page 16), the environment acts on the scene tracker's turn — check the next space on the scene tracker, then perform the actions for the environment. In either case, the GM chooses the next actor in the initiative, as if the scene tracker and environment were any other NPC.

Who's Who in Scenes

Many characters make up a scene. Heroes are the main players, but you already know who they are, and your players will take care of playing them. As the GM, you play the role of pretty much everyone else! You voice these non-player characters (NPCs) and make some of them act during scenes.

Playing to Your GM Strengths

When we say "voice these non-player characters", we don't necessarily mean speak in their voice. If you're comfortable with voice acting and improv, by all means go ahead! If that's a challenge for you, don't let it be a barrier to GMing — just describe in your own voice the kind of thing that the non-player characters say or do. The important thing is to make the action and social scenes come to life through your descriptions.

NPCs come in a variety of categories: bystanders, minions, lieutenants, villains, plot characters, and threats. Some characters can fit into more than one category; in these cases, go with whichever category makes running the game easier and more fun. In the case of recurring characters, you can even change the category of the character from one scene to the next. Outside of action scenes, it's usually not essential that NPCs firmly fit one category or another.

Bystanders

Bystanders are the random civilians, the people standing in the background. Use bystanders to complicate heroes' plans in action scenes: they need to be rescued, protected, kept out of the way. Placing bystanders in danger is a great twist to throw into any action scene. Bystanders don't have stats like Health points or abilities. If they're in trouble and need to be protected or saved, represent them as challenges (pages 161-164), or have them Hinder the heroes' actions.

Allied Minions

If characters can provide some kind of significant help (like police officers, soldiers, or professionals like firefighters) they should generally be represented as allied minions, rather than bystanders. When their turn comes up in the scene, if that allied minion needs to perform an action, you can have one of the players make decisions and roll dice for those characters — unless you have a reason for that NPC to act in a specific way.

Player-Controlled NPCs

It's great to let players control allied NPCs in action scenes — it's a great way to minimizes rolling dice against yourself. However, don't let the players take unfair advantage of the situation. NPCs won't throw their own lives away frivolously, they won't violate their own morality, they don't like being exploited or taken advantage of, etc.

Minions

Minions are, most of the time, nameless, faceless hordes of bad guys (or robots, or lightly armored vehicles, etc.) that the heroes fight their way through. In action scenes they're represented by a name, a single trait die, and a short description like this:

EXAMPLE

E-Street Thugs
6 **Minions (1 per hero)**

Description

These are grizzled punks armed with clubs, knives, and a few handguns. They're the scourge of one of Rook City's industrial neighborhoods.



Any rolls they make for any of the game's basic actions (Attack, Overcome, etc.) are made using that trait die.

When a minion takes damage, they roll this die against the amount of damage dealt to them — this is called a **damage save**. If the minion rolls less than this number, they are immediately knocked out and removed from play. If they match or exceed the number, they are degraded one die size: 12 to 10, 10 to 8, and so on. When a minion reaches a 4 trait die, it's now taking its **last stand** and it doesn't degrade any further. When a 4 minion successfully saves against damage, it sticks around, surviving the attack. Damage that beats the number rolled by a 4 minion takes it out of the scene.

Some minions have special abilities (such as bonuses to attacks in certain circumstances) or are only allowed to perform certain actions (such as restricted to Overcome or Hinder actions). These things make minions more or less dangerous overall, and give a good indication of how they act in a scene.

Lieutenants

Lieutenants usually represent the villain's main henchmen, the leader of a group of minions, armored robots, spaceships, or any sort of enemy that is extremely tough and resilient.

Mechanically, lieutenants act like minions, except they degrade on a failed damage save, and do not degrade on a successful one. This makes lieutenants extremely durable — a single lieutenant can stand up to many attacks, so expect them to last for a while in an action scene. Keep this in mind when wielding one against the heroes; several lieutenants in the scene make for a very tough challenge.

Massive Damage to Lieutenants

Sometimes, a lieutenant can be dealt so much damage that it doesn't have a chance to degrade. When a lieutenant is dealt at least twice as much damage as its current die size, it doesn't even roll a save and is defeated immediately. For instance, if a 6 lieutenant is dealt 12 or more damage in a single attack, the lieutenant is incapacitated, as the amount of damage is at least twice as much as the maximum value of its die.

Villains

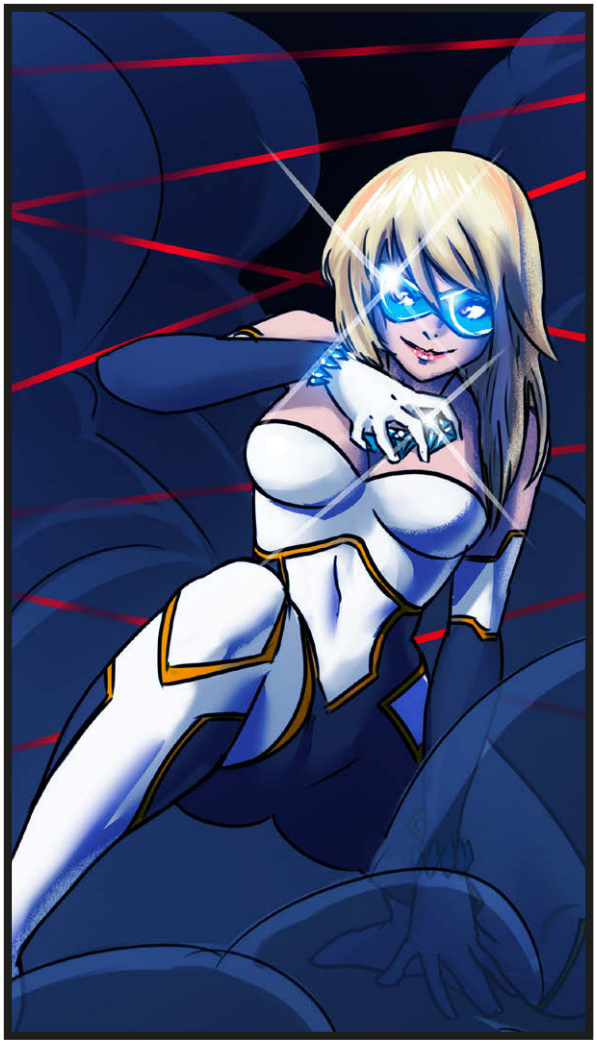
Villains are the main bad guys. Baron Blade, Miss Information, Myriad — the evil faces who the heroes need to continually thwart. The main antagonist in any story arc is likely a villain or a team of villains.

Villains are active characters in scenes. They have their own stat blocks with powers, qualities, abilities, and Health. They can take any of the five basic actions and they roll a dice pool when they take actions. Each villain takes their turn separately in the action order.

Some villains also have **upgrades** and **masteries**, which are additional elements in their stats that make them more powerful or give them more options in the scene. Such upgrades often offer heroes alternative ways to dismantle them during a conflict, such as a powered armor that can be disabled through consecutive Overcome actions or by dealing a certain amount of damage.

Villains can bring minor and major twists into play when they perform risky actions (as described in Chapter 2: Playing the Game) and Overcome actions. Picking twists for villains can be tricky — see pages 154-155 for more details.

You can find examples of villains in Chapter 7: The Archives and you'll find guidelines to create your own in Chapter 5: The Bullpen.



Plot Characters

Plot characters are named NPCs that play significant roles to advance a story but don't always act in action scenes. Some plot characters are recurring, meaning they show up in many issues and maybe even many collections: The Mayor of Megalopolis, the guy who runs that great bodega on 28th and Pine in Rook City, and that allied hero who shows up sometimes and lends a hand are all solid examples of plot characters.

In some cases, you'll have stats to represent plot characters. This is especially likely if they have powers or abilities they're supposed to actively use in a scene to help or oppose the heroes. Their stats reflect their relative power and complexity.

Allied heroes might have stats like the players' heroes, have stat blocks similar to villains (to simplify them), or be statted like minions or lieutenants. Such characters can act in action scenes like all other characters. They get their own turn in the action order, can perform any of the basic actions, take risky actions, and use any ability they have. Like bystanders, you can let players control allied plot characters.

Threats

Threats are hostile minions, lieutenants, and villains that aren't necessarily present at the start of a scene but could be added later. Threats typically come into play through the actions of another character or the effects of a scene element like a challenge, a scene's environment, or a twist. In published issues, these threats are statted out within the scene for ease of reference.

Let's look at a couple different ways threats can appear in scenes.

EXAMPLE

The heroes are facing off against some opponents, one of which is a vehicle — the Alien Teleport Beacon. To stop the constant arrival of new threats, the heroes must destroy the beacon (or find a way to deal with the orbiting troopship, not listed here).

Alien Teleport Beacon
8 Lieutenant

Description
The Alien Teleport Beacon is a vehicle that hovers a few feet above the ground and is operated by several alien technicians. Its purpose is to serve as a gateway for arriving alien soldiers.

Ability
Gateway: The Alien Teleport Beacon, on its turn, summons (H) Alien Soldier minions from the orbiting Alien Troopship and delivers them to the scene. These minions act immediately after the Alien Teleport Beacon's turn.

Special
The Alien Teleport Beacon can perform no actions except its Gateway ability.

(H) always equals the number of heroes in a scene.

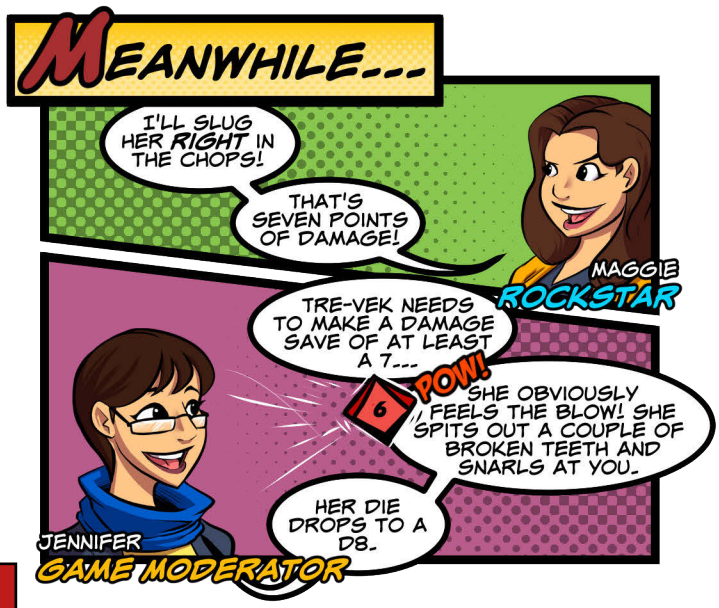
Alien Soldier
6 Minion (1 per Hero)

Description
This alien soldier is here to take over the world.

Ability
Laser Limbs: The alien soldier has +1 to Attacks made with its laser-powered appendages.



Of course, not all scenes have pre-made threats. You may have to come up with threats on the fly as the result of a twist or other story-based occurence. In such cases, you can look at the other scenes in an issue for a suitable threat, or just create your own, as described in Chapter 5.



EXAMPLE

During a scene featuring a fight against a new wave of Thorathian invaders, Jennifer brings this lieutenant into play:

COLONEL TRE'VEK
LIEUTENANT (10)

DESCRIPTION

Colonel Tre'Vek is a young, ambitious Thorathian officer equipped with a pulse rifle set to a very high rate of fire.

ABILITY

Pulse-Sweep: When Colonel Tre'Vek Attacks, she can hit two targets at once, dealing them both the full damage of her die roll.



In the example above, if Jennifer had rolled a 7 or better, Tre'Vek would have shrugged off the attack and her die size would not have degraded, as lieutenants do not go down a die size on a successful save like minions do. Also, given the massive damage rule (page 159), since her die size is a (10), if Tre'Vek had been dealt 20 or more damage, Jennifer wouldn't even roll a save — Tre'Vek would have been defeated outright.

To quickly create your own threats, you can use the guidelines in Chapter 5, or you can start with an existing minion or lieutenant from Chapter 7 or other published material and change their name and description to fit what you need in the scene.

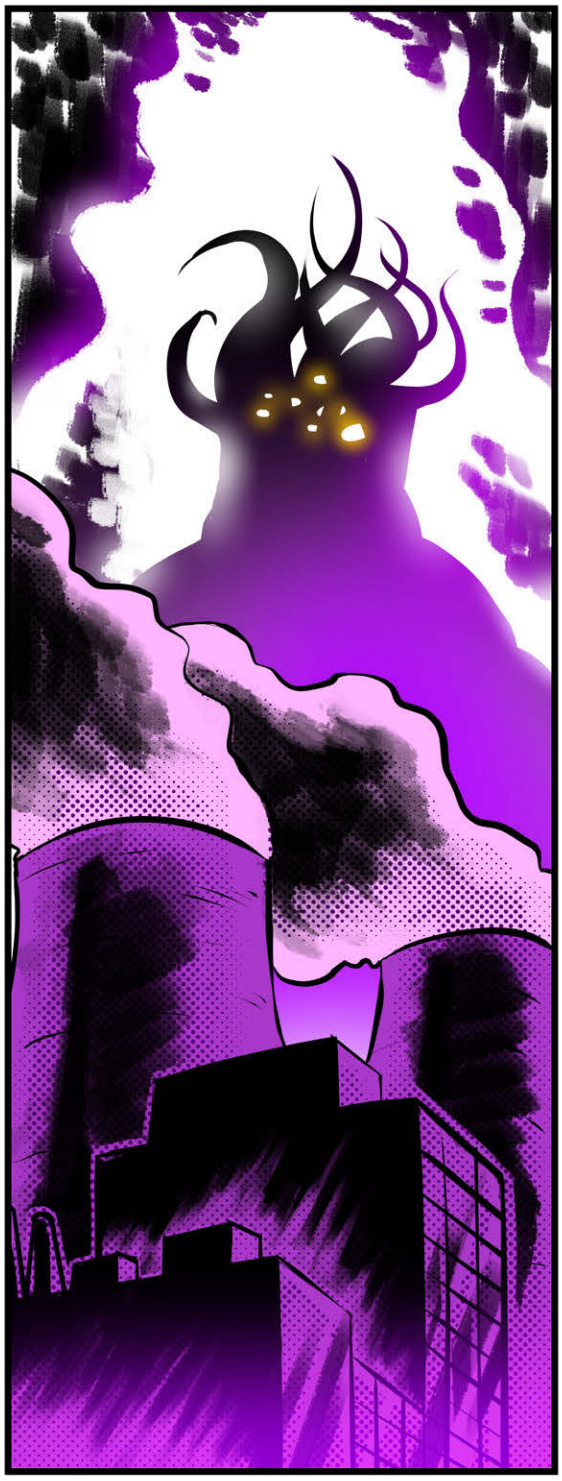
Sometimes, a non-threat character will be introduced into the scene like a threat would, such as on a twist on a villain's action or a specific environment interaction. If these non-threat plot characters are viable targets in a scene, they can be introduced as minions or lieutenants, depending on what makes the most sense.

Friendly or neutral NPCs could be represented as minions if they are notably weak, or should be considered easily dispatchable or hard to defend from your foes. This might be right for office workers, mall cops, or innocent bystanders. If you have a more sturdy or powerful NPC, you might make them a lieutenant. That level of strength is ideal for minor metahuman allies, armored vehicles like a tank or a gunship, or highly trained martial artists. Like minions, you can let players control them if you made them to be helpful to the heroes.

You can find more examples of minions and lieutenants in Chapter 7 on page 402-417.

An Illustrated Guide to the Villain

The mechanics you need to run a villain are found on the **villain sheet**. Here's the villain sheet for the dastardly Baron Blade!



Villain Sheet

The main page of a villain sheet includes some descriptive elements, but is mostly focused on the information you need for running the villain in scenes.

1. **Villain Name:** Their villainous moniker.
2. **Alias:** The villain's name.

   Approach: The way this villain takes on obstacles, from heroic adversaries to problems with their plots. This came from the villain creation process, as described in Chapter 5: The Bullpen.

   Archetype: The sort of villain they are, also determined during villain creation.
3. **Villain Picture:** A picture of this evil foe.
4. **Health:** Their maximum health value.
5. **Current Health:** A space for recording their current health as it changes over the course of combat.
6. **Powers and Qualities:** Much like heroes, villains also have their own powers and qualities that they bring to bear in both combat and social challenges.
7. **Status:** A villain's status comes from their archetype and doesn't necessarily correspond to their health, like a hero's status. For instance, Baron Blade's status is based on how many Invention mods he's made: the more he has in the scene, the stronger his status die. See more about villain archetypes on page 220.
8. **Abilities:** Like heroes, villains have abilities that let them use basic actions in a variety of ways. However, villain abilities are not based on the zone they are in. Rather, they always have access to all of their abilities.
9. **Upgrades/Masteries:** This area is for any upgrades or masteries the villain has access to, depending on how you're using the villain.

Villain Sheet



1 **Baron Blade**

ALIAS: Ivan Ramonat
APPROACH: Mastermind (2)
ARCHETYPE: Inventor

3

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
5 (4)	(5)

POWERS (6)		QUALITIES	DIE TYPE	STATUS: Inventions (Mods) (7)	
Adaptive Mercurium Limb	10	Conviction	8	4+ Inventions	12
Intuition	8	Finesse	8	2-3 Inventions	10
Inventions	12	Leadership	8	1 Invention	8
		Ruler of Mordengrad	8	0 Inventions	6
		Science	10		
		Technology	8		

Abilities

ICON	NAME	TYPE	GAME TEXT
	Brilliant Inventor (8)	I	Whenever you create a bonus, increase that bonus by 1.
	"Consider the Price of Victory"	A	Hinder all opponents that can see or hear you using Conviction. Boost yourself using your Max die.
	Devious Devising	A	Boost yourself using Technology and use your Max die. Either make that bonus persistent and exclusive, or Boost yourself again using your Min+Mid dice.
	The Glory of Mordengrad	A	Attack using Inventions and at least one bonus. If you have multiple bonuses, you may also Attack another target using the Min die and one other bonus, and may also Attack a third target using the Max die and a third bonus.
(9)	U Battalion Backup	A	Replenish your Blade Battalion minions up to the number of heroes.
	M Master of Mad Science	I	As long you have access to materials, you can automatically succeed when Overcoming a challenge by using scientific principles and inventions.

What Villains Do

Villains have plots, minions, doomsday devices, and more. Heroes are largely reactionary; it's the acts of the villains that give the heroes a chance to be truly heroic. As a result, villains have more abilities and options than any other GM controlled elements. On the villain's turn, the GM can have them take a basic action or use one of their abilities. Additionally, some villains have special rules allowing them to take multiple actions — see the villain's description for full details.

Take a Basic Action

Villains can do any of the basic actions: Attack, Defend, Boost, Hinder, and Overcome, but see below for more information on villain Overcomes. Like heroes, they assemble a dice pool using their powers, qualities, and status, though their status could be based on something other than their than Health. They get their status die from their archetype (page 220).

Use an Ability

Villains have abilities that make their actions more dangerous than the basic actions, and often these are more potent than heroic abilities. A villain's abilities guide what kind of plots, schemes, and tactics they can unleash on the heroes. Their archetype also informs their strengths and weaknesses. For example, an "Overlord" villain focuses on leading, empowering, and replenishing their minions and has abilities that compliment those goals.

Overcome

Villains can Overcome obstacles similarly to heroes. Major villains often have villainous masteries that allow them to automatically succeed at Overcome actions for tasks within their realm of expertise.

There are no opposed rolls in this game, so you can't use Overcome to nullify any of the heroes' actions. That's where the Hinder action or a villain's special ability comes in.

Overcome to Make the Scene More Dangerous

Villains have another game effect they can bring into play with an Overcome action: create mayhem, deliver a villainous monologue, or otherwise make the scene more dangerous. On a success, the scene tracker advances one space.

Usually this is a result of the villain causing chaos: blowing up buildings, letting out a bellowing roar that echoes through the city, and so on. Occasionally, the villain might unleash a monologue, detailing their villainous plan and taunting the heroes.

Don't Abuse Your Power

Important: Overcome to advance the scene tracker only once per scene, at most!

Overcoming to make the scene more dangerous can be very powerful and could derail a game if used to end a scene outright. This is especially true if you choose the environment/scene tracker to go next and your players aren't aware or have forgotten you could do so. While this use of the Overcome action can serve as a great pacing tool and create tension and excitement in a scene, abusing it will likely create a sense of distrust and frustration in your players and make your villains less interesting.

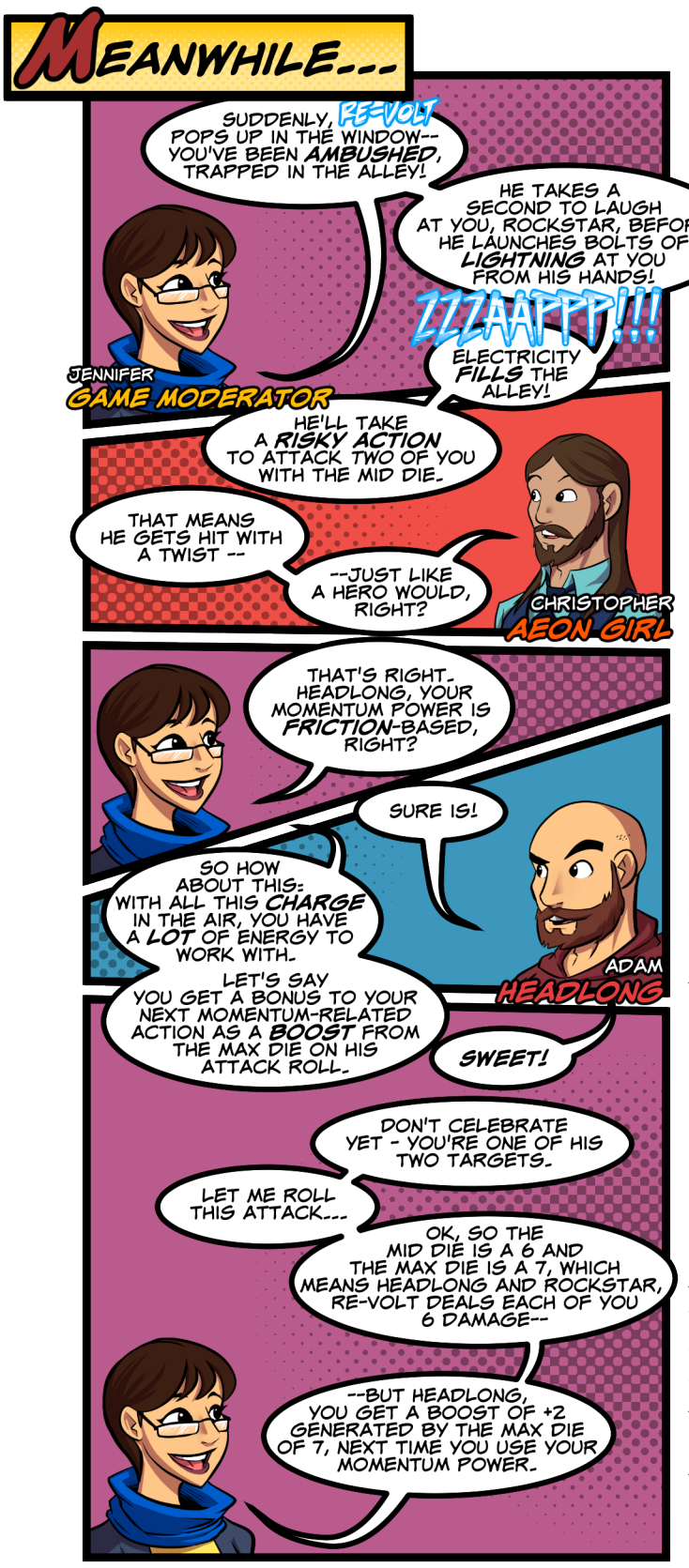
That being said, with a little dramatic use of foretelling and the description of a villain's rising frustration as heroes smash through minions and schemes alike, you could drop hints about the villain's plan to do something stupid and dangerous out of sheer desperation. That would give your players the chance to plan accordingly.

Villains and Minor Twists

Villains can succeed with minor twists, but these are different than the twists heroes take. The following list represents a selection of useful minor twists that have been configured especially for villains.

- Villain takes damage equal to their Max die. Victory comes at a price.
- Villain eliminates one of their own minions or lowers the die size of one of their lieutenants. If *someone else* can pay the price of victory, so much the better.
- Villain takes a penalty (as from a Hinder action) or grants a hero in the same location a bonus (as from a Boost action) equal to their Max die. The best laid plans often go awry.
- Villain inflicts a penalty (as from a Hinder action based on their Mid die) to all their minions and lieutenants or grants a bonus (as from a Boost action based on their Mid die) to the heroes. If one lets their anger get the best of them, it can be their undoing.
- Villain skips their next action to deal with a consequence (unintended or otherwise) of their action. If you want something done right, you have to do it yourself!

For more twist ideas, check out the list of minor twists on page 30. Those twists can easily be adapted for villain twists, using the twists on page 154 as guidelines. Villain twists typically have an immediate effect, setting back their goals in this scene, rather than an ongoing story effect.





Major Twists for Villains

Villains should not take major twists. If a villain is offered the choice of either success with a major twist or failure, the villain will fail. Major twists are made to follow a hero around for the full issue, and a villain's presence is frequently limited to just one or two scenes.

There's one exception. They can...

Use Major Twists to End the Scene

If the scene is running long, or you think it would be fun from a narrative perspective, a villain's major twist can be used to end the scene immediately. The villain could barely or partially succeed at whatever terrible scheme they're conducting but wind up captured, at the heroes' mercy. Alternately, the twist can mean that their scheme has failed completely but they manage to escape, promising the heroes that they will meet again.

How to Run Minions and Lieutenants

Minions and lieutenants are both simple-to-run opponents that usually work in groups to further a villain's goals or oppose the heroes. On a minion's or lieutenant's turn, the GM can take one of the actions described below. As with villains, see the character's description for any special rules.

Large Numbers of Minions

When you have a lot of minions in a scene, it can be useful to take their turns all at once rather than taking an individual turn for each then passing the turn to the next — especially when they're all doing the same action. For instance, if eight minions are all Attacking, two against each hero, just roll all their dice at once and assign the damage as generated by those dice to target heroes. It's a great way to save time and reduce bookkeeping. See pages 164-166 for more details about turn order and initiative.

Take a Basic Action

Like heroes, most minions and lieutenants can do any of the basic actions (Attack, Boost, Hinder, Defend, and Overcome — but see the next column for more information on minion Overcome actions). However, unlike heroes and villains, minions and lieutenants only roll their single die to perform the action.

You'll rarely want to have an entire group of minions Attacking the same hero. Instead, spread out the Attacks, or have some minions assist other minions with Boost actions, or have some engage the heroes and others try to complete whatever mission they're on; we talk a lot about this in Running Action Scenes on page 161.

Most minions and lieutenants are able to operate independently (though not necessarily *intelligently)* and can choose from any of the different basic actions. However, some are less independent, such as automated drones, and may only have a single action available to them to perform on their turn.

Minions and lieutenants with abilities use those abilities as their signature moves. They tend to rely on their abilities more often than not, preferring to use them over others actions, unless the situation in the scene makes their abilities impossible or ridiculous.

Overcome

Minions and lieutenants might attempt Overcome checks to address obstacles and challenges that advance their sinister agenda, either on their own or as ordered by their boss. They can't, however, use this action to advance the scene tracker; this is something only villains can do.

A minion or lieutenant never takes a major twist to succeed on a 1-3 result. They just fail.

When running minions as a group, you can have every "success with a minor twist" act as a success that isn't quite as effective as a full success, requiring two "success with a minor twist" results in the same action to create one full success.

If a minion or lieutenant really needs to get something done on their own and succeeds with a minor twist, they succeed but at a cost. A minion who does this knocks themselves out in the process. A lieutenant who succeeds with a twist degrades one die size.

Minions and lieutenants that roll a complete success on an 8+ still succeed on their own and, rarely, may even have a spectacular success, which might be an opportunity for that NPC to "graduate" to play a more important role later in the story if you think it'd be fun and appropriate.

These guidelines do not apply to minions or lieutenants controlled by players. A player controlled minion is effectively an extension of that player's hero, and their major and minor twists can come from that hero's principles, if applicable.



Environments

From the blistering heat of Magmaria, to the bustling life of Megalopolis, to the construction scene of the Wagner Mars Base, environments continually add complications to situations heroes might already be struggling to contain.

And that's a good thing. Trust us.

Most action scenes occur in a fully statted-out **environment** like the Ruins of Atlantis deep beneath the sea, or the city of Megalopolis. These are dynamic scene elements that play three key roles in a scene. First, they provide the narrative backdrop of the scene, giving everyone around the table a sense of shared space where the action is taking place. Second, they are a source of unplanned threats and challenges based on where the heroes are performing their heroic acts. Third, they are a source of location-suitable minor and major twists.

Environments have stat blocks made up of three traits that represent their most defining and relevant features in the scene. Similar to heroes, minions, and villains, each trait has a die rating that powers the environment when it takes its actions.

When you take the scene tracker's turn with an environment, do these things in order:

- Advance the scene tracker
- Activate all environment threats
- Introduce new threats or activate an environment twist

Scene Tracker vs. Environment

Remember that while the scene tracker and the environment are different, they always act together in action scenes. Every action scene has a scene tracker (except for super simple ones — see page 147). The scene tracker gets its own turn, during which the GM checks off the next box then passes the action. When a scene has an environment, the GM — that's you — takes actions for the environment during the scene tracker's turn, after advancing the tracker. Then you pass the action off.

Advance the Scene Tracker

Always start the scene tracker's turn — during which the environment does its thing — by advancing the scene tracker. Do this by marking the next space, moving from Green toward Red. When you mark off the last Green space, the scene status is now Yellow, meaning each hero's status is now at least Yellow (it might be Red for an individual hero whose Health is low enough). Similarly, when you mark off the last Yellow space the status immediately becomes Red. If you mark off the last Red space well, things go sideways fast. (We talk about *how* sideways in Running Action Scenes on page 161.)

It's important for everyone to be able to tell at a glance what the scene status is. Make an index card or a sheet of paper clearly labeled "SCENE TRACKER" and write the name of the scene or environment on it, too. Draw boxes or circles in three groups clearly labeled "GREEN," "YELLOW," and "RED" — make sure the numbers of each match what the scene calls for! Place it on the table where everyone can clearly see it.

If there's no environment, the scene tracker's turn ends here and you pass off the action to the next character. But assuming there *is* an environment, continue on to the next step.

Activate All Environment Threats

Many environments have threats they introduce to the scene, usually taking the form of minions or lieutenants. They begin acting the turn *after* they're introduced. During this step, *all* active threats act.

How do they act? You, the GM, decide that. Roleplay them according to their natures — animals and creatures want to protect their homes, defend their young, and eat. Intelligent beings likely have some sort of a mission, or are taking orders from a commander, but likely also have defense of their home base or city in mind. Some might represent mindless forces of nature or malfunctioning tech.

In any event, they act like any other minion or lieutenant. They can take one of the four basic actions (subject to limitations described in the environment's rules) such as Attack, Hinder, etc. Sometimes they're allied with one side or the other (the heroes can usually count on the Megalopolis police to back them up, for example), but sometimes they're very much on their own side and act against both the heroes and the villains.

Introduce New Threats

If there are no environment threats in play, introduce one now! Make sure you only introduce threats that have been unlocked by the current scene status. If there are already one or more environment threats present, skip this step.

Activate an Environment Twist

If no new threat was introduced, you should trigger an environment twist. Like threats, these are available based on scene status. The twist complicates life for everybody in the scene. When a twist calls for a roll, use the environment's established dice pool (see that particular environment's rules) and roll as instructed in the twist's description.

If none of the twists seem appropriate, roll the environment's dice pool as one of these basic actions — Attack, Boost, or Hinder. Determine the target of that action based on the environment's theme and whether it is allied with the villain, the heroes, or neutral. Environments shouldn't take the Defend action, even if "defend my home" is the motivation for some of the threats; instead, use the Hinder action against the heroes. Similarly, environments shouldn't take the Overcome action, as twists *against* the environment aren't typically applicable.

Note that each environment major twist should be triggered no more than once per scene.

Environment twists fulfill a second function as well. If a hero attempts an Overcome action and succeeds with a twist, you can suggest that one of the status-appropriate environment twists activates.

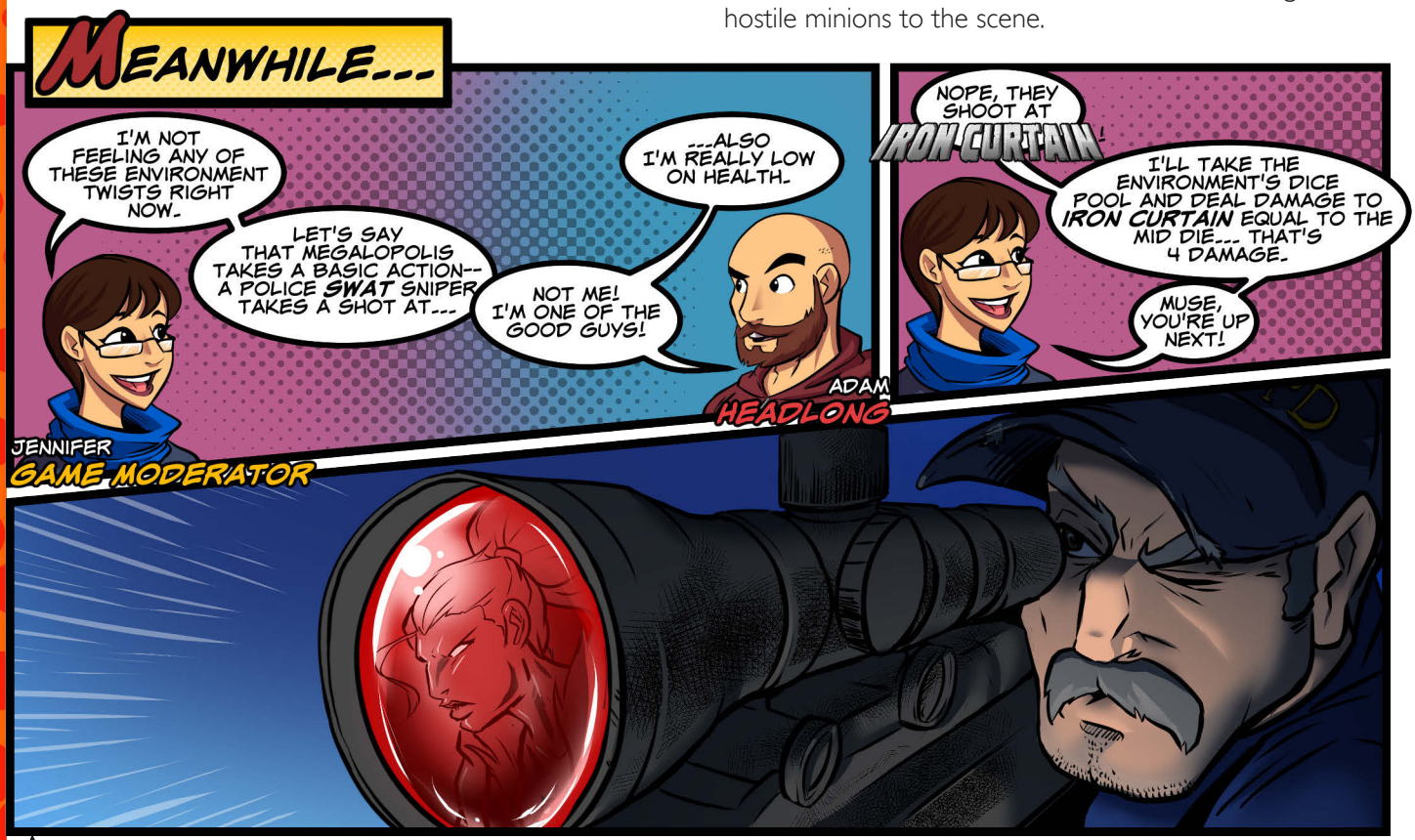
Locations

The last scene element that you may have to handle during a scene is **locations**, the general whereabouts of each hero during a scene. This differs from the environment, which represents the dynamic elements found in the general area where the scene is set. For instance, while an issue might be set on the Wagner II Mars Base with its own environment stat block, the scene itself could feature several locations, such as the Cosmic Research Bay, the Life Support Bio-Dome, and the Portal Room.

Some scenes will feature just one location and all heroes participating in it will be in close vicinity; this can be true of a city park, an airplane, or a house. In other scenes, the scene can unfold over a large area with heroes out of sight and earshot of each other.

In such cases, you'll have to consider where each hero, villain, minion, and challenge is located. A location doesn't usually come with game stats and is usually described with a simple name or sentence like Police Station, Bridge of the Ship, or Control Centre that explains its function.

Some scenes may have suggested twists for locations. For example, a Maximum Security City Jail location could have a major twist where a malfunction causes inmates to be released, adding hostile minions to the scene.



Running Scenes

The ***Sentinel Comics RPG*** features three types of scenes: action, social, and montage. **Action scenes** feature heroes fighting villains and minions while dealing with all kinds of dangers. **Social scenes** cover events when heroes need to deal with delicate situations peacefully and more subtly, like the superheroic equivalent of infiltration, negotiations, and investigation. **Montage scenes** fill in the spaces between action and social scenes, where recovery, healing, and travel occurs, and where thorny story questions get answered.

Before we dive into the nitty gritty of running actual scenes, always keep in mind the GMing fundamental of "Think like a comic book creator." Your players are full participants in creating the comic book experience you're about to share with them. So when you feel descriptions are light or when players ask you questions about a scene's layout, don't ever hesitate to turn the question around and ask them!

Setting Up Scenes

Whether you're playing a published issue or making up your own story, setting up a scene requires a few straightforward steps.

For more info on creating your own NPCs, environments, challenges, and everything else you need to run a scene, see Chapter 7: The Archives.

Who's There

Start by establishing who's in the scene. The heroes are the stars of the show, so any hero who wants to be there should be allowed to be, unless there's a good reason not to, such as the outcome of previous scenes or other story reasons. This is especially true of characters with powers like super speed, teleportation, etc. Such heroes should be given especially wide latitude about what scenes they can be in because there's no question of how they get there.

Think about the NPCs you want in the scene. Bring up the stats of any villains and brush up on any upgrades they may have. Do the same for any minions and lieutenants, whether they're hostile, neutral, or friendly to heroes. Note any civilians, nameless denizens, and other accessory characters that are present in the scene.

Environment, Locations, And Challenges

Review the environment, locations, and challenges the scene may require and how they work with the characters. More complex scene elements may interact with characters and other elements in unique ways, so it's important to have a good grasp of them. Once you're familiar with everything you need, you're ready to bring out the ultimate tool of the ***Sentinel Comics RPG*** GM: index cards!

Break Out the Index Cards

Index cards are one of the most useful play aids a GM can have. They're a great way to represent each scene element to the players and to help everyone, including yourself, keep track of everything going on. No matter how complex a scene is, copying key scene elements on separate cards makes the scene easier to organize and a lot simpler to run. Index cards help players focus their attention as they plan and coordinate actions around them.

If you don't have index cards, any small slips of paper will do: 3x3 inches, sticky notes, whatever you have or can easily make from scrap paper and a pair of scissors.

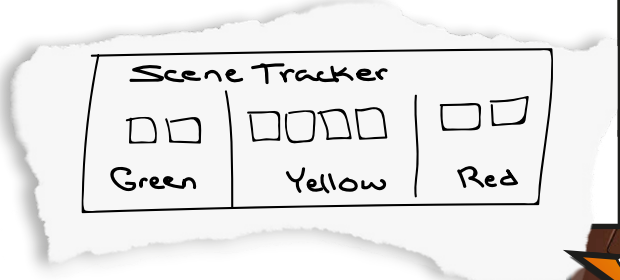
The trick is to assign a unique card for each of the following as needed:

- Scene tracker and environment
- Minions and lieutenants
- Villains
- Challenges
- Locations
- Mods

Lay each of these cards down in the middle of your play area as you describe the scene and what's happening in it.

Scene Tracker

Label the card "Scene Tracker" and draw the number of checkboxes it has, divided into Green, Yellow, and Red. Mark one of the boxes when the scene tracker takes its turn, and call out any changes in GYRO colors so players know if they get access to new powers. Place the Scene Tracker card near you where all the players can see it.



The Environment

If your action scene has an environment, write its name down on the Scene Tracker card (the two share a turn). If it has major twists attached to it, create checkboxes for each of them since they can only be used once per scene. Check them whenever you make use of them.

Minions & Lieutenants

For each group of minions or lieutenants that start or is added to the scene, label one card with its name (like "Hungry Velociraptor!"). If the minion has any special abilities (bonus to Attack, for example), write that on the card too to remind yourself of its mechanical stats and abilities.

A useful visual trick is to put a die of the appropriate type on each card. When it degrades, replace the die. That way, everyone knows what's in play and how strong each minion or lieutenant is. If you have multiple enemies of the same type or if more are added to the scene during play, use only one card but place multiple dice, one die per enemy.

Alternatively, you can keep track of the state of each minion and lieutenant directly on the card by jotting down how many of each die type are left in each group, including any mods applied to them.

Villains

While you'll have a full set of stats for each villain in a scene, consider naming a card after each one to track when they have acted. It will also come in useful to track any mods affecting them directly.

Do the same for any villain upgrades that heroes can target or overcome. Put its name on a card and, depending on the type of upgrade, write down any Overcome action check marks or amount of damage needed to put it out of play.

Challenges

Write a name or short description of each challenge on individual cards. Indicate the conditions needed to resolve it. Put a checkbox for each successful Overcome action required. Note any special conditions needed to resolve the challenge. For instance, if a challenge requires another challenge to be resolved first, mark it down so the players know.

Locations

If your scene has more than one location, create a card for each. Place these cards in relative position to each other as it helps many players visualize the situation. If no specific locations are required, assume the whole table represents the scene. If another location comes up during play, like Collapsed Stadium, create a new card for it and add it to play. This way, you can track what things are going on in which locations in a scene, and what heroes/villains/minions are in those locations. While the game does not have precise movement rules, some players like to use tokens or miniatures to indicate where they are in a scene; you can place them on location cards to mark where they are.

Mods

When a new Boost or Hinder mod comes into play, write a brief description of it and the numeric bonus or penalty (Icy Floor -2, Well Prepared with Research +1, etc.). Also add any keywords like "exclusive" or "persistent" to the card. Place the card on the table near the character or location it affects, or the middle of the table if it's generally applicable. Remove the card when the mod goes away. Let players create their own cards when they take Boost and Hinder actions.

Alternatively, you can use sticky notes to describe such mods and put them on the appropriate cards, making it easier to keep track of them.



Running Action Scenes

With everything in place, running action rounds becomes straightforward. Heroes, villains, minions, lieutenants, and the scene tracker/environment each act in turn. Each player on their turn decides who (or what) goes next as described in Chapter 2: Playing the Game.

Remember: you're all collaborating to create the kind of vivid, dynamic scenes you'd expect to see in a comic book. Your side of the conversation should be a mix of describing what happens as you play the actions of NPCs and questions you ask as players describe what their heroes do during their turn.

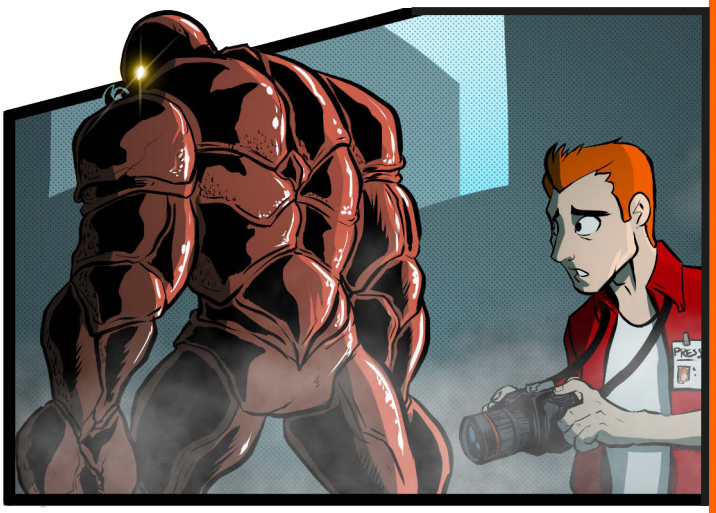
Challenges

Being a superhero is much more than punching villains and their horde of minions. In fact, things get a LOT more interesting when heroes have to punch enemies on a collapsing bridge, while a school bus with a broken brake-line barrels towards a stalled SUV occupied by a family of four. Oh, and did I forget to mention the second bomb placed under the bridge that will explode in sixty seconds?

Challenges are obstacles, dangers to civilians, or complications that must be dealt with in the timeframe of the ongoing scene. They're all about cracking ceilings, toxic waste leaks, steam jets, virus-infected Artificial Intelligences, and everything that can and invariably does go wrong in the comic book world, often while there's bad guys to fight at the same time.

Challenges add both flavor and suspense to scenes. On top of villains and minions, challenges add a entire ensemble of interactive elements that heroes get to act upon. They force players to make hard choices and divide their attention as everything around them feels as though it's a hair's breadth away from chaos.

Challenges are resolved with Overcome actions. At their simplest, a single Overcome action takes care of a challenge. But life is rarely that easy. Challenges can require multiple steps, have a timer that needs to be beaten, or even lead to additional challenges. In Chapter 5, we go into a lot more detail about the ways you can create all forms of interesting challenges for your heroes to resolve.



Simple Challenges

At their simplest implementation, challenges can require just one heroic act to resolve, like stabilizing a car teetering from an elevated highway, or helping ensnared bystanders who need to be freed. These challenges represent a particular situation that a hero can resolve with a single Overcome action, usually during an action scene.

Unless indicated otherwise, simple challenges don't pose an imminent threat to anyone or have a mechanical impact on the scene from turn to turn, other than providing a problem that needs to be resolved. A few examples include:

- An electrical fire in a control panel
- A group of panicking bystanders
- A nosy photojournalist in the middle of a fight
- Overwrought police officers
- An injured scientist stuck under rubble
- A bus, turned on its side, filled with injured civilians

Challenges by themselves don't lead to negative consequences unless they remain unresolved by the time the scene tracker brings the scene to an end. In such cases, you should bring story-based consequences into play.

For example, in the list above, if the heroes failed to calm the panicking bystanders, you can conclude that a few of them got badly injured in a stampede, creating some negative press in spite of their heroic efforts to save the day.

Challenges can also serve as a source of scene escalation when a minor or major twist is required. You can decide to use a challenge as inspiration to make things more troublesome for the heroes.

For instance, if you use the "electrical fire in a control panel" challenge in a scene set on a spaceship, it could trigger the ship's self destruct protocol after a major twist.

Linear Challenges

Some challenges require a series of successful superheroic tasks, represented by needing to succeed at more than one Overcome action before the challenge is resolved.

EXAMPLE

Jennifer wants an element that keeps adding minions to a scene, but also wants the heroes to be able to expend some effort to neutralize it. She designs a challenge like this:

HIDDEN ROBOT MINION FACTORY

Resolution

- ☐ Find it
- ☐ Destroy it

Unless otherwise noted, heroes need to address each step of such challenges in order. However, several heroes can act successively in the same turn to advance a challenge until it's resolved. A 12+ result on an Overcome roll spells out an extraordinary success. In a two or more step challenge, a 12+ result generates an extra success, resolving a two-step challenge in one roll.

Multiple Solutions

Some challenges have multiple, but mutually exclusive, ways of resolving them. Think of it as the type of challenge that heroes can, for example, bash or hack their way through, but not both.

EXAMPLE

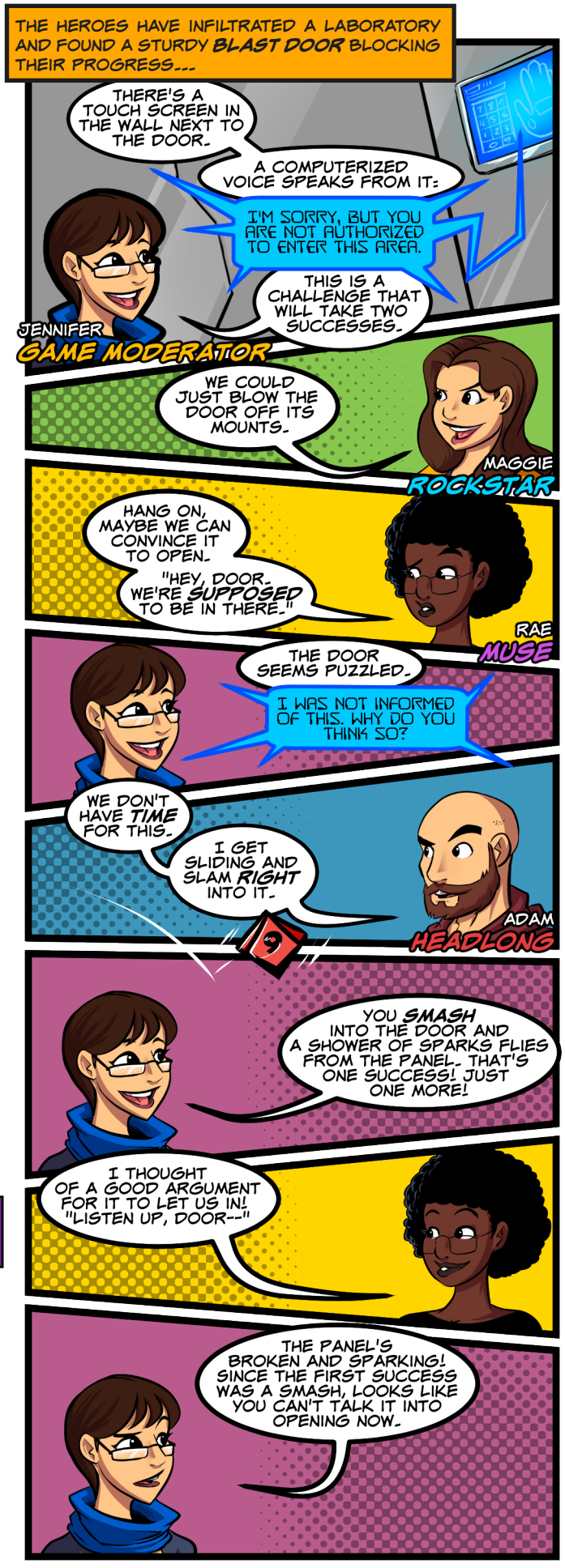
Jennifer doesn't show this stat block to the players!

AI-CONTROLLED BLAST DOOR

Resolution

- ☐☐ Hack it
- ☐☐☐ Destroy it

Jennifer knows that hacking it could be done by any imaginative means — Muerto could attempt to possess it, someone could try to talk their way through it, or anything the heroes think of along those lines. Destroying it is literally bashing through it, which might be less creative, but it won't be easier or faster.

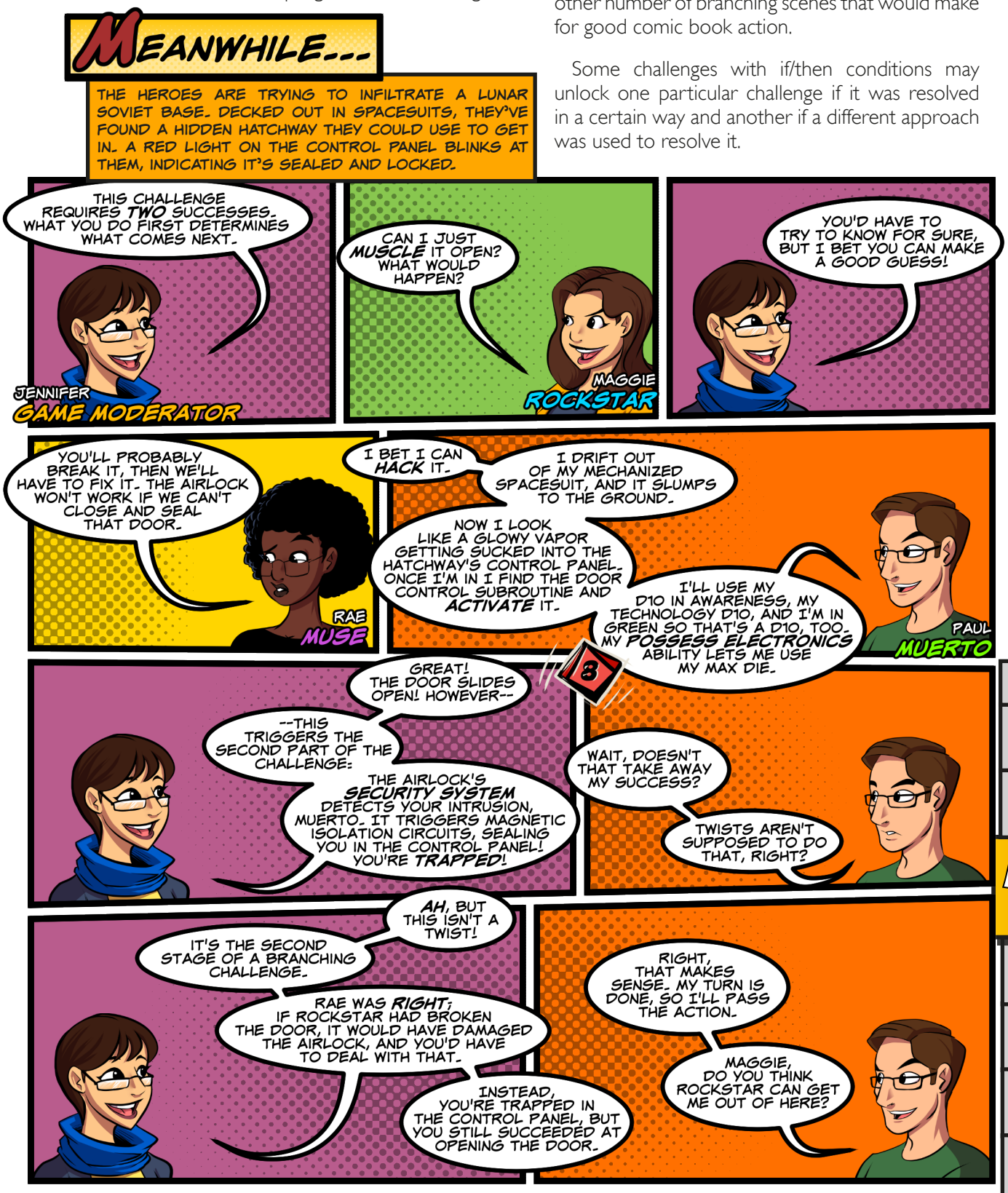


Branching Outcomes

In some scenes, challenges are linked to others to create a branching tree of possibilities. Resolving one challenge may unlock one or more challenges in a scene, making the action flow from one situation to another as the heroes progress toward their goals.

Branching challenges are the type of complications you are likely to encounter when heroes encounter a particularly complex environment with a variety of locations. This might be infiltrating a villain's HQ, exploring a long-lost tomb, or searching through the ruins of a recently collapsed skyscraper, or any other number of branching scenes that would make for good comic book action.

Some challenges with if/then conditions may unlock one particular challenge if it was resolved in a certain way and another if a different approach was used to resolve it.



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Timed Challenges

Some challenges have negative consequences if heroes don't deal with them rapidly. These challenges have a set number of rounds, called a timer, that can go by before they're triggered. They act on their own turn in the initiative order. Just as you check one of the scene tracker's spaces when the scene tracker or environment takes a turn, you check one of the timer checkboxes on a timed challenge when its turn comes up. A timed challenge can require one or multiple successful Overcome actions, depending on the fiction and on how the challenge was designed. If you mark the last timer box, the "triggered" consequences are played out immediately.

Timed challenges include any threats that lead to something heroes would rather prevent than clean up afterwards, such as:

- Bombs and other nasty surprises with timers
- Someone falling from a skyscraper and other quirks of gravity
- Disabled drone crashing into a moon base and other vehicular threats
- Trigger-happy hostage takers and other armed people about to snap
- The ever-popular crumbling ceiling and other signs of decaying architecture
- A gas leak slowly poisoning the air and other accumulative toxic threats

Really, pretty much anything that screams "We must do something about it, now!"



A timed challenge requiring just one successful Overcome action to resolve may look like this:

Jury-Rigged Shrapnel Bomb

☐ Success
☐☐ Timer

Triggered: When both Timer boxes are checked, roll the environment dice. Injure nearby civilians equal to the Max die, deal damage to the hero closest to bomb equal to the Mid die, and deal damage to all other heroes in scene equal to the Min die.

If a hero's Overcome action hasn't dealt with it successfully by the time the challenge's second turn ends, the bomb explodes. You pick up the three dice of your scene's environment and roll, following the instructions and the listed results.

Timed challenges are useful for keeping heroes from teaming up against a villain and taking them down too quickly. No point in stopping the villain if you let the bomb go off!

Doomsday Devices

Many a supervillain's plot for revenge entails the deployment of doomsday devices, much like Baron Blade's original TerraLunar Impulsion Beam whose purpose was to bring the moon crashing into Earth. Some of the issues you run or create can feature doomsday devices.

Doomsday devices are essentially complex challenges that have timers and require a certain number of successful Overcome actions to be deactivated. The consequences of doomsday devices go beyond catastrophic and bring a major change to the game if triggered.

Doomsday devices differ from challenges in one key point: they take a turn in the action order to accelerate the scene tracker. Some check off one box, some two boxes. Some immediately move the scene to the next zone, or even straight to the Red zone! Be sure to read the specific description of any doomsday device in the scene you're running — its special rules are detailed there. When a doomsday device is in play, reaching the end of the scene tracker means the device actually triggers and ends the scene. This is usually a dramatically bad thing.

Doomsday devices have their own set of stats in a published adventure, and you can learn to make your own in Chapter 5.

Action Order

The elective initiative system used in ***SCRPG*** helps engage everyone at the table by putting the choices about turn order in the hands of the players. Rather than just waiting for their next turn, players can plan out their actions and look for opportunities to turn the tide of the action to their favor. As the GM, you help facilitate the turn order by keeping track of all of the non-player elements, from villains and minions to the environment and locations within the scene.

If the players take all of their hero turns at the start of the round, waiting until after they've all taken their turns to pass the action order to any of their

opponents, feel free to group up the threat actions so they all get two turns before the heroes go again — have one group of minions pass the action order from the end of this round to a different non-player element at the start of the next round. If players don't figure out that letting all their foes go last in a round allows them to go again before the heroes in the next round, you can let them learn the hard way, but it's kind and recommended to point this out to them during their first action scene.

When you have multiple minions of a certain type, you can group them together and have them take their turns in sequential order. For instance, if you have 6 spiderbot minions and 4 alien soldier minions, create an index card for the spiderbots and another for the alien soldiers. Using this system, all 6 spiderbots go before moving on to another enemy or a hero. When you have a lot of minions, this drastically reduces the bookkeeping involved in tracking what characters have taken their turn yet. (See "Large Numbers of Minions" on page 156 to reduce bookkeeping even more.)

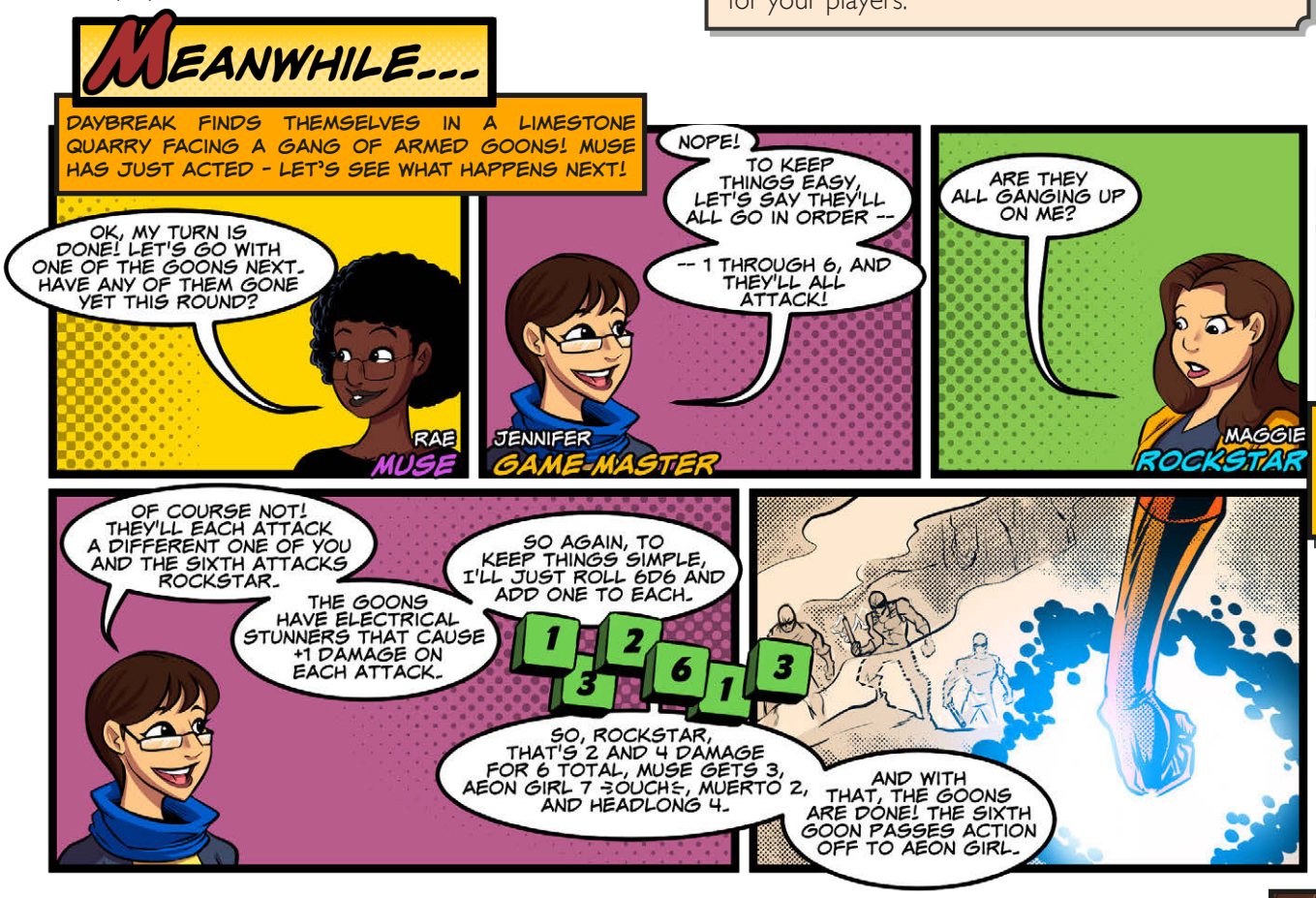
As you go through a round, you can put tokens like poker chips or glass beads on cards, or turn the cards sideways, to indicate when a particular minion, villain, or the scene's environment has played their turn.

Whenever a particular index card is no longer relevant to a scene, remove it from play. Do this for each resolved challenge and each vanquished villain, group of minions, or lieutenant. As the scene progresses, the diminishing number of cards will act as a strong signal that the tide is turning in the heroes' favor and it will give players a sense of progress and accomplishment.

Initiative Anywhere

When players are discussing plans or engaging in some sort of social scene, you don't usually use the action order — just let people talk. However, sometimes you want more control of the pacing. You can add the action order to any scene to impart tension, or for you to manage the timing of events within or outside of that scene — for example, when a social scene incorporates challenges the heroes need to overcome.

Alternatively, if you have a player group where certain players are more likely to dominate the conversation than others and players are talking over each other, you can run social scenes using the action order to make sure everyone is contributing without interrupting. As the GM, you make the call on what needs to happen to make your game work for your players.



Ganging Up

Published issues and the scene creation guidelines discussed in Chapter 5 are based on the assumption that you won't completely overwhelm one hero with minions at the cost of ignoring others. Unless a particularly self-sacrificing player asks for it, don't have the enemies gang up on a vulnerable hero. Make an effort to spread out threats equally or focus on heroes that gain from taking damage. In cases where villains want to take out a character first, make it abundantly clear through the villain's monologuing or orders shouted at minions.

This is a case of your job as the GM being a facilitator of fun and storytelling — you're not the enemy of your players, trying to take down their heroes. You're setting up challenges and foes to provide interesting opportunities for both success and failure. Having a group of minions focus on a hero who is almost out is counter to fun for the players, so only do so with some sort of advanced warning or give the heroes some way to prevent it or get out of danger.

Handling Twists in Action Scenes

To keep the action exciting and engaging, choose twists that introduce challenges that draw the heroes' attention from combat. First check with players if any twists on their character sheets seem appropriate. If they don't quite fit the situation or players would rather not use them, tap into twists that are tied to the environment or written specifically for the scene. If you need to come up with your own, refer to "Creating Twists" in Chapter 5 on page 200.

Regardless of what twists you use in your action scenes, remember to come up with in-context reasons for introducing the twists. Facing twists and their consequences helps players build a richer narrative, so incorporating them into the story and basing them on the heroes' experiences ensures that they are fun and interesting.

Twists

Twists are the fuel that make your players' stories unique. While it's a safe assumption they'll save the day in the great majority of their undertakings, a myriad of things will go wrong. Hard choices will have to be made, embarrassing secrets will be spilled, costly collateral damage will be inflicted, and innocent people will get hurt.

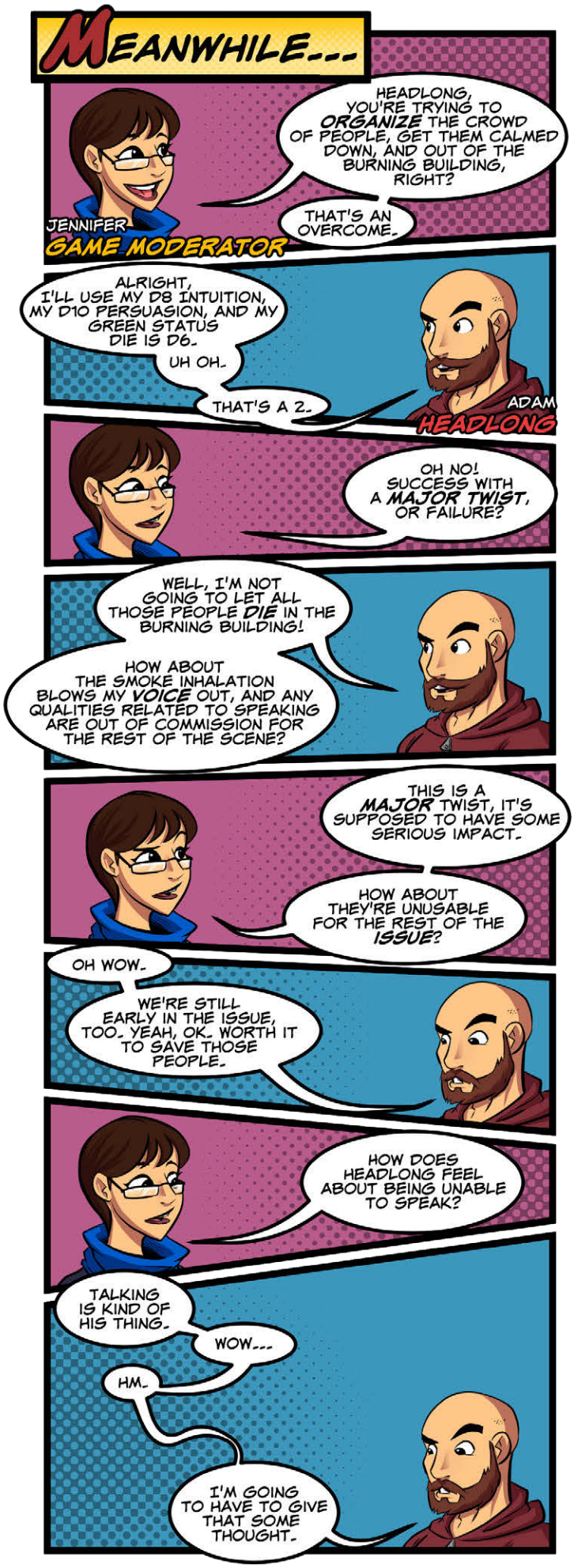


Twists come up for various reasons. Whenever players fail an Overcome action by a slight margin, they may decide to succeed by invoking a twist (see page 25). Twists also come up whenever heroes take risky actions (see page 19). Finally, twists come up if you introduce one from the environment when it takes takes its turn.

As discussed in Chapter 2, twists come in two forms, minor and major. Each represents the relative impact they play on a character's story or a scene. Minor twists are annoyances that tend to have a localized effect that heroes can easily deal with, or whose consequences aren't too far reaching. This includes getting hit for low amounts of damage, a slight Hinder mod, or a slightly embarrassing revelation about a hero's actions or past.

Major twists are more than an annoyance; they're something that can have a shattering impact on a hero's life or put the lives of many innocents in danger. Maybe a journalist finds a damning clue about a hero's secret identity, or maybe something strikes from out of nowhere — an earthquake hits the area. Whatever it is, it must be dealt with and likely has lingering consequences for the story.

As a rule of thumb, the effects of many minor twists remain for the duration of the scene it came into play, while major twists last for the entire issue. This applies to modifiers and disabled powers, qualities, or abilities. Of course, heroes can mitigate or resolve these twists to have them end sooner. Mods can be cancelled by an opposed Hinder/Boost check, while disabled traits can usually be restored with a story appropriate Overcome action.



Some Consequences Come Back to Bite You

As we all know too well, sometimes you think you have something handled, just to have it come back and make your life difficult again. Likewise, story-focused twists may require an action to deal with them, but they aren't automatically resolved by the dice rolling. If it seems like a twist would have story implications even after it's been mitigated, you may want to run a social scene (or scenes!) specifically to address the lingering consequences.

Twists like this are one of the ways your group's story may take an unexpected detour. Even if twists are addressed in a scene or "expire" after a scene or an issue, some of the story consequences may have further ramifications that can recur as plot hooks for later scenes, issues, or story arcs.

In general, twists come from four sources.

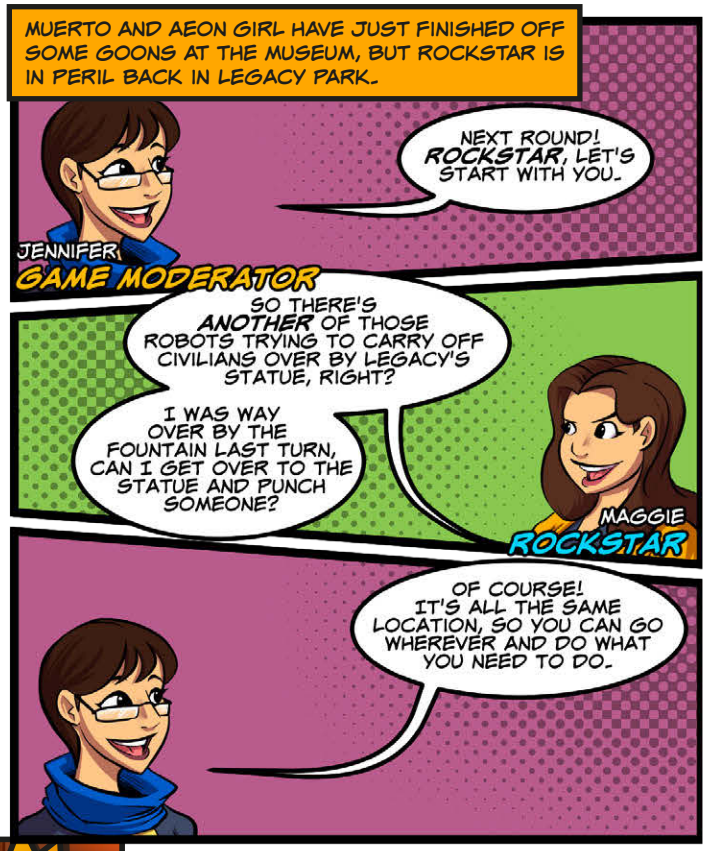
- **Heroic Principles:** Each character has a set of minor and major twists attached to their heroic principle. The twists comes in the form of a roleplaying question that players need to answer. This is the first option for players, and one that you can lean on as a GM to keep the consequences of heroic actions tied to the things that are important to each hero.
- **Environments:** Environments have their own series of minor and major twists. One of them comes into play whenever the environment takes its own turn or when players would rather face the vagaries of their surroundings than answer questions about their principles.
- **Scenes:** A scene may have suggestions for twists that relate to the situation at hand more than the actual environment where the action is set. For instance, an unstable electrical installation could surge, dealing 3 points of electrical damage to nearby heroes as a minor twist. In such cases, the twists are described in a scene's description. Likewise, you could list them in your own adventures.
- **On the Fly:** You can come up with your own twists on the fly. We cover making your own twists in the "Creating Twists" section of Chapter 5 (pages 200-203). That said, these twists are usually based on some combination of the heroic principles, the environment, and the action happening in the scene itself.

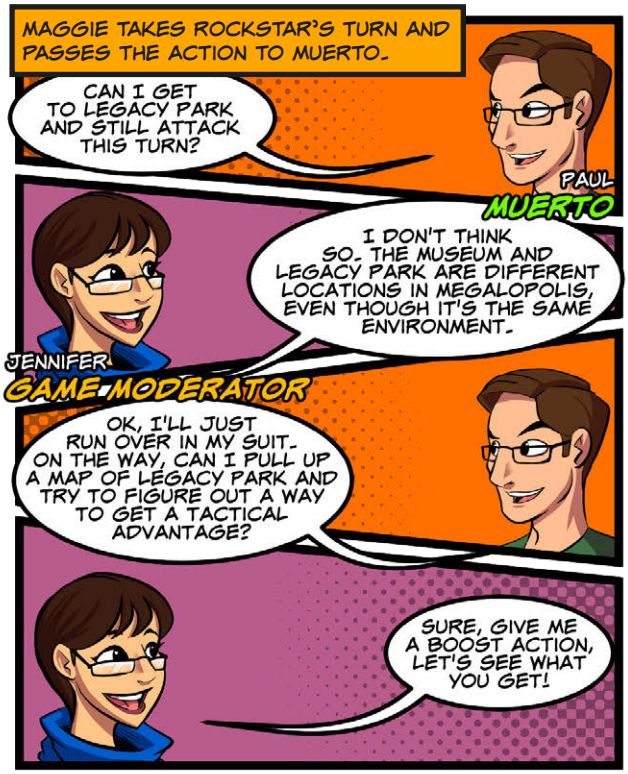
Distance and Movement

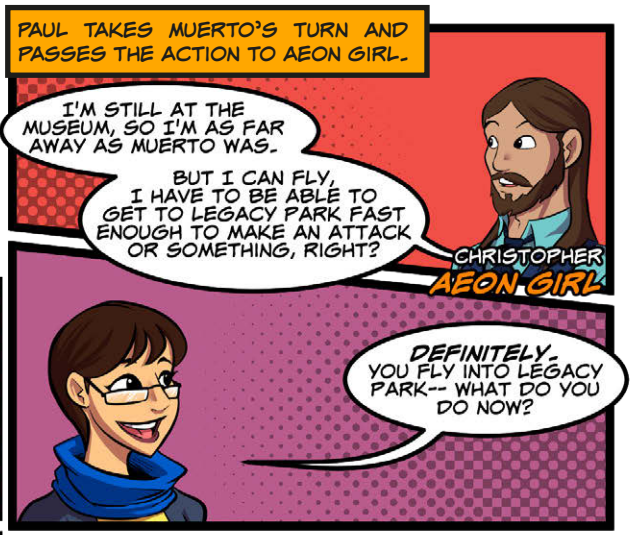
SCRPG doesn't track precise tactical movement and range for Attacks. It's assumed that all characters in the same location can interact with each other and target each other with any actions. It all comes down to what everyone has established in the scene, what descriptions are shared around the table, and the outcomes of twists. In all cases, you remain the final arbiter about what can happen.

As a rule of thumb, if a hero wants to move within the same location, no actions are spent doing so. If a hero wants to move from one location to the next, they spend their whole turn doing so unless one of their principles or powers could explain a rapid transition. For example, a speedster like Tachyon can most likely move from one location to the next without performing an action unless entering into a location requires a specific action, like breaking through security systems designed against super-powered entry.

In any case, any heroes moving from one location to the next can still perform a Boost, Hinder, or Defend action during their turn to help plan their next turn. For example, as Bunker rocket-jumps from the City Park to the top of City Hall, he can spend his turn creating an equipment-based Boost or make a Defend action as he prepares to draw fire from Baron Blade's turret on top of the building.







If a hero has a particular power or ability that lets them cover distance quickly, encourage them to use it. They can quickly get from one place to another by flying, teleporting, or even with their signature vehicle! This is a game about comic book storytelling and action, not about getting bogged down in the minutiae of how many steps a hero must take before they can punch the villain.

That said, sometimes you might want to restrict their movement due to a particular part of the fiction of the scene. In this case, create a challenge (as explained in Chapter 5 on pages 189-199) that restricts movement until it is Overcome. This can keep them trapped somewhere, or locked out of a place, or just slowed down by a magical or cosmic effect, or something else entirely.

Regardless, either provide the heroes with a way to Overcome the movement-preventing effect, or a significant reason that they can't just yet.

For abilities that target multiple opponents, that doesn't mean all of the opponents in a big scene with lots of targets. Make the heroes pick which opponents they're specifically targeting — only the ones in the building with you, or that group clustered together in the intersection, or just the foes in front of the doomsday device, but not the rest of them. As long as there's a reasonable story explanation of why an effect doesn't apply to the entire area, it lets each hero have a chance at making a difference in the fight and prevents one hero from taking down all the foes in a scene due to a lucky roll.

Some abilities reference "nearby" or "close" opponents. These are both ways of saying things that are near the hero. Make players justify this themselves when taking those actions: which opponents are they already close to, or moving to get closer to when using their ability? As the GM, your job is to help keep the action interesting and help the heroes be the most heroic they can be!

Running Social Scenes

Scenes that focus on characters interacting with one another, or with the NPCs, to resolve specific issues are called social scenes. Anytime the heroes try to obtain something specific from NPCs, convince them of something, or investigate promising leads, we're likely dealing with social scenes.

Setting a Social Scene

When a player says they want their hero to do some investigation, talk to another character, or engage in any other social, non-action activities, it's time to initiate a social scene. You can suggest a social scene if the players don't explicitly ask. Make sure you identify which characters are present, where the scene begins, and what's going on, exactly like you would when setting up an action scene.

Prepare index cards for any challenges the heroes are likely to have to Overcome. Unless there's some clear story incentive, social scenes don't usually include a scene tracker or any combat stats. Environments can sometimes be used in social scenes, provided they are more helpful to the story than they are in the way.

There are two ways to run social scenes: formal and informal.

- **Informal:** An informal social scene involves just letting players talk to each other in character in real time and occasionally involving a non-player character, if necessary.
- **Formal:** A formal social scene keeps the action order system in which players and other elements in the scene each take their turns and then pass the action order on to someone or something else in the scene.

As the GM, you can choose how formally you want to structure each social scene, depending on your gaming group and their preferences. Informal social scenes are good if everyone wants to jump right in, but formal social scenes can be helpful if some players are more hesitant to speak up, or if there is some sort of timer or other outside pressure in the scene. Either way, play the scene out to its logical conclusion or until players think they've done all they care to do.

Overcome Actions

The Overcome action is your most important mechanical tool in social scenes. Heroic Overcomes can represent persuasion attempts, investigations, questioning suspects, or any other similar activity. When calling for an Overcome action, keep this important rule in mind:

- **No single points of failure:** Avoid situations where the heroes absolutely must do a specific thing or find a particular clue in order for the story to progress — or, if there is that single point of failure, don't allow failure. The last thing you want in a game is for the story to grind to a halt just because the heroes didn't do just the right thing or failed at one crucial roll.

You can approach this in two different ways. First, you could simply ensure they find the clue and understand what it means — the hero with the best science quality finds the science clue, or the hero with the Principle of Robotics immediately finds the identity of the attack robots. Second, you could allow the villain to spring a trap, or introduce a new big threat, in response to that failure — the story doesn't stop, but it changes.

Remember, Overcome actions usually manifest twists! Use those twists to move the story forward while still creating problems for the heroes.

Persuasion isn't mind control

When a hero is persuading or intimidating an NPC, remember that a successful Overcome action is not mind control. NPCs won't violate their beliefs or give the heroes something for nothing, even with a successful Overcome. If the heroes are negotiating with an NPC, the exchange has to be reasonably fair. If the heroes are trying to frighten an NPC, they must present a credible, believable threat. And the NPC responses should be sensible.

Of course, some heroes with mentalist or psionic powers can, in fact, exercise mind control. Make sure players know that no NPC enjoys being mentally coerced — it's a terrible violation of a person's autonomy and sense of self. Throwing mind control around when it's not absolutely essential is a great way to build a terrible reputation, and may in fact be illegal in many jurisdictions.

Freeform Roleplay

Some of the most memorable social scenes don't require Overcome actions at all. Without using any game mechanics to adjudicate their actions, the players roleplay their characters' interactions. These scenes often help define characters and their relationships with each other. Award a hero point to all the heroes when some characters play out a meaningful social scene together — in a way that reveals important aspects of their character, when they allow themselves to be vulnerable in interesting and dramatic ways, or when they progress their personal stories beyond just the narrative of what's happening in the story of the issue.

Ending Social Scenes

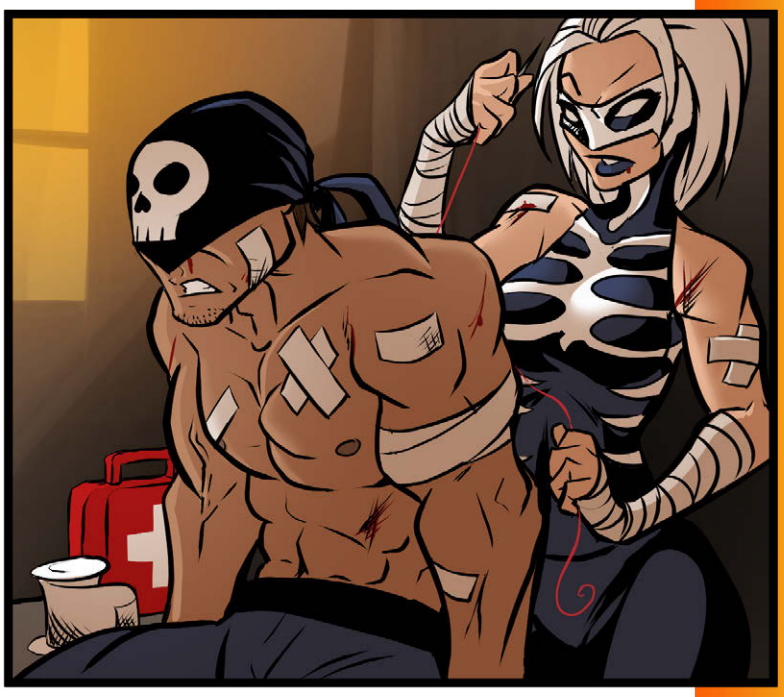
A social scene ends when you think all the useful information has been discovered or when the main drama has been played out. Definitely end it if things start to drag out — don't let it get dull. One especially evocative technique is to let the scene lead immediately into an action scene by having violent opposition arrive to stir up trouble.

Is This an Action or a Social Scene?

While we've outlined action and social scenes as distinct from each other, they don't always have to be. The main mechanical difference is in the way you keep track of turns and rounds, but there will be instances where heroes have to deal with bad guys, save people from dire situations, AND engage in social interaction. In such cases, run it as an action scene but allow characters to engage in meaningful social interaction as their action, awarding hero points as appropriate.



Running Montage Scenes



A cinematic montage can be a powerful narrative technique, compressesing a lot of actions and time in the story into a short amount of actual time while allowing the audience (meaning the players) to visualize and understand the important outcomes. Montages can feature training, recovery from illness, planning and preparation for later action, travel, construction of some device, or simply the passage of time. ***Sentinel Comics RPG*** also makes use of such scenes to complement its action and social counterparts.

Setting Montage Scenes

Montage scenes are often played just before or just after action scenes. Call for a montage scene when players want to prepare for upcoming action, or recover from a tough fight.

Set the stage by describing the circumstances the heroes are operating in, and about how much in-game time you expect the scene to last. "So after that brawl, City Hall is safe, but the city is on edge and people are nervous. Let's do a montage scene and talk about what everyone does over the next 24 hours," you might say after a tough fight.

Actions in a Montage Scene

Once you set the stage, ask each player in turn to narrate a short vignette or two to describe what sorts of thing they do. Three particular actions can have mechanical benefits:

- **Recover Health:** A hero can reset their Health to the maximum of the next GYRO zone up (from Red to maximum value for Yellow, for example). A player can get more Health back by taking a minor twist (that lasts through the next scene) to recover an extra zone of Health (from Out to the maximum value for Yellow, for instance). A hero who was knocked out can get back to full Health by taking a major twist. In any event, make sure the player describes how this happens — typically this involves an ER or an urgent care clinic or some other form of professional medical care. As long as the player's narrative works thematically, let them do it.
- **Help another character Recover Health:** A hero can help another hero Recover Health, which grants the recovering hero one additional zone of recovery. The hero should describe how they're helping the injured hero, whether that is using medical knowledge, helping to repair a damaged power suit, or even just giving a good pep talk.
- **Boost for the next scene:** A hero can create a bonus that lasts into the next scene using the Boost action. The hero's player must describe what they're doing to create the bonus. Maybe one hero makes some modifications to their power suit. Another hits the library to research the team's next move. A third does some scouting to learn what they can about the villain's lair. Ask the hero's player for a Boost action just like during an action scene.

Let players narrate their montage as much as they like, but they can only perform one of the above actions that carry mechanical benefits. Some players may need to make some choices.

Ending Montage Scenes

Montage scenes end when each player has explained the action they will take and described what their character does in the scene. You can add whatever narration you like — describing travel, what they see in the hospital or library, or the like — then move on to the next scene. Players might want to have a social scene if something piques their interest during the montage, or they might proceed straight to the next action sequence.

End of Session Wrap-Up

At the end of each session, take a moment as a group to tabulate accumulated hero points and update them on the front of character sheets. It's a good moment for you to ask questions to make players reflect on what their hero went through so far in the story, how previous events have affected their outlook and their beliefs, and if anything changes. Alternatively, some groups prefer to start each session with a quick recap of the previous session, during which hero points can be discussed and turned into hero bonuses, based on what happened last time. Either way, doing this together as a group helps solidify the experiences and discover who these heroes are as a team.

As the end of a session, it's also good to reflect on what went wrong. Discuss how some of the session's twists have affected the story so far, which ones were the players' favorites and least favorites, and explore where the story could go from there. Feel free to take notes so you can bring into them in later scenes and stories.

If your play group has reached the end of an issue, or reached a logical end point in your homegrown story, proceed with the creation of the issue for each hero's collection. Have each player add the title of the issue on their character sheet so they can call back to them in later sessions. (See Collections in Chapter 2 on page 32) Ask the players to describe the cover art!

Then proceed to the conversion of everyone's hero points to hero point bonuses as described in Chapter 2 on pages 31-32. Remind players that they must convert all their hero points as they don't carry from one issue to the next. As mentioned above, you can choose to allocate hero points at the start of the next session as a recap, rather than at the end of this session. If you're planning on doing so, it helps to take a few notes to jog your memories for next time.

If you run a game that doesn't necessarily follow the issue/collection structure we presented, feel free to proceed to the attribution of back issues and the conversion of hero points as you see fit.

If your group has played through a whole story arc/collection or you've reached the logical end of your homegrown storyline, refer to Chapter 3's Hero Advancement second on pages 142-143.



Example of Play

"Great session, everyone!" says Jennifer, the GM. "You foiled the Myriad's plans, but he got away because you took time to rescue the hostages in the stadium! That wraps up this issue. Let's talk about twists. Headlong, you lost your voice, which affected your social abilities. Your voice is healing, so that limitation will go away, but how much does that impact you long term?"

"I guess Headlong learned something about the value of nonverbal communication," Adam says, "but really I think he's going to be so glad to be able to talk above a raspy whisper again that he'll be ***super*** *chatty and maybe more than a little annoying. I'll play that up next time."*

"Ha! I look forward to it," Jennifer laughs. "Who do you think is going to have a harder time with Headlong being so chipper and chatty, your fellow heroes, or you yourself, Adam?"

"Good point," Adam groans. "I may regret this..."

Jennifer turns to Rae. "Muse, you had that throwdown with Rockstar. Your twist was that everyone looks at you a little differently now. And maybe from a little further away."

"Yeah, you were more than a little scary there, Muse," says Christopher as Aeon Girl.

"I was," says Rae in a dangerous monotone. "You don't know what I'm capable of. You don't know what I've done... and maybe I've said a little too much."

"Wait a minute..." Paul interjects, speaking as Muerto. "Uh, Muse, what have you done? Is there something we should know about?"

"Do you all want a social scene here?" asks Jennifer.

"Yeah, just an informal one," says Rae, breaking character for a moment. "I think we're sitting around at the Freedom Academy talking about this. Muse is acting like she doesn't want to talk about it, but clearly some small part of her needs to open up about it and get something off her chest."

The players roleplay a short conversation among the heroes. No dice are rolled, but it comes out that Muse, in the past, did some sinister and terrible things. Rae plays Muse as being cagey about it, and doesn't reveal what it is just yet.

"So..." Maggie says as Rockstar. "Maybe we need to keep at least one eye on Muse."

"But first and foremost she's our teammate," Christopher says as Aeon Girl. "She's our friend and I'm not going to turn on her, ever."

"Yeah, of course," says Maggie. "But..."

"And thus some seeds of doubt are sown!" says Jennifer. "That's great! Everyone OK with that? Rae, you're OK with some of the other heroes having some doubts about Muse?"

"Oh, definitely," says Rae. "This is perfect comic book drama and I want to run with it."

"Cool," says Jennifer. "Next, how many hero points did we get?"

"Four by my count," says Paul.

Jennifer nods, "Convert those into bonuses for next session."

"I'm taking a +2, and two +1s," says Rae.

"Four +1s for me!" says Christopher.

Maggie says, "One +4. Go big or go home, right?"

"Right," says Adam, giving Maggie a high five. "Same with me, a +4."

"A pair of +2s," says Paul.

"Great!" says Jennifer. "Write those on your hero sheets so you don't forget. Finally: This issue is Daybreak #4, by my count. What's the title?"

"Dangerous Muse?" offers Maggie.

"Yes!" yells Rae.

"That even kind of fits with Headlong losing his voice," says Paul.

"Everyone?" Jennifer asks the table, to nods and thumbs-up all around. "OK, 'Daybreak #4: Dangerous Muse' it is. Write that down in your Back Issues on your character sheet. What's the cover art?"

"I'm thinking the Daybreak team, leaping into action over the stadium," says Adam, "But with Muse's face with a twisted dark expression superimposed behind the whole scene."

The group voices their approval.

"OK! If you wanted to sketch that out, that'd be fantastic, but no worries if you don't have time," says Jennifer. "And that's another issue in the books! Next time, tracking down Myriad! Good job, everyone!"

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Troubleshooting

Not every session of ***Sentinel Comics RPG*** will go smoothly. Sometimes you'll run into a few snags that have less to do with the game mechanics and more to do with game moderation. Here's some suggestions on how to deal with them.

Inter-Hero Conflicts

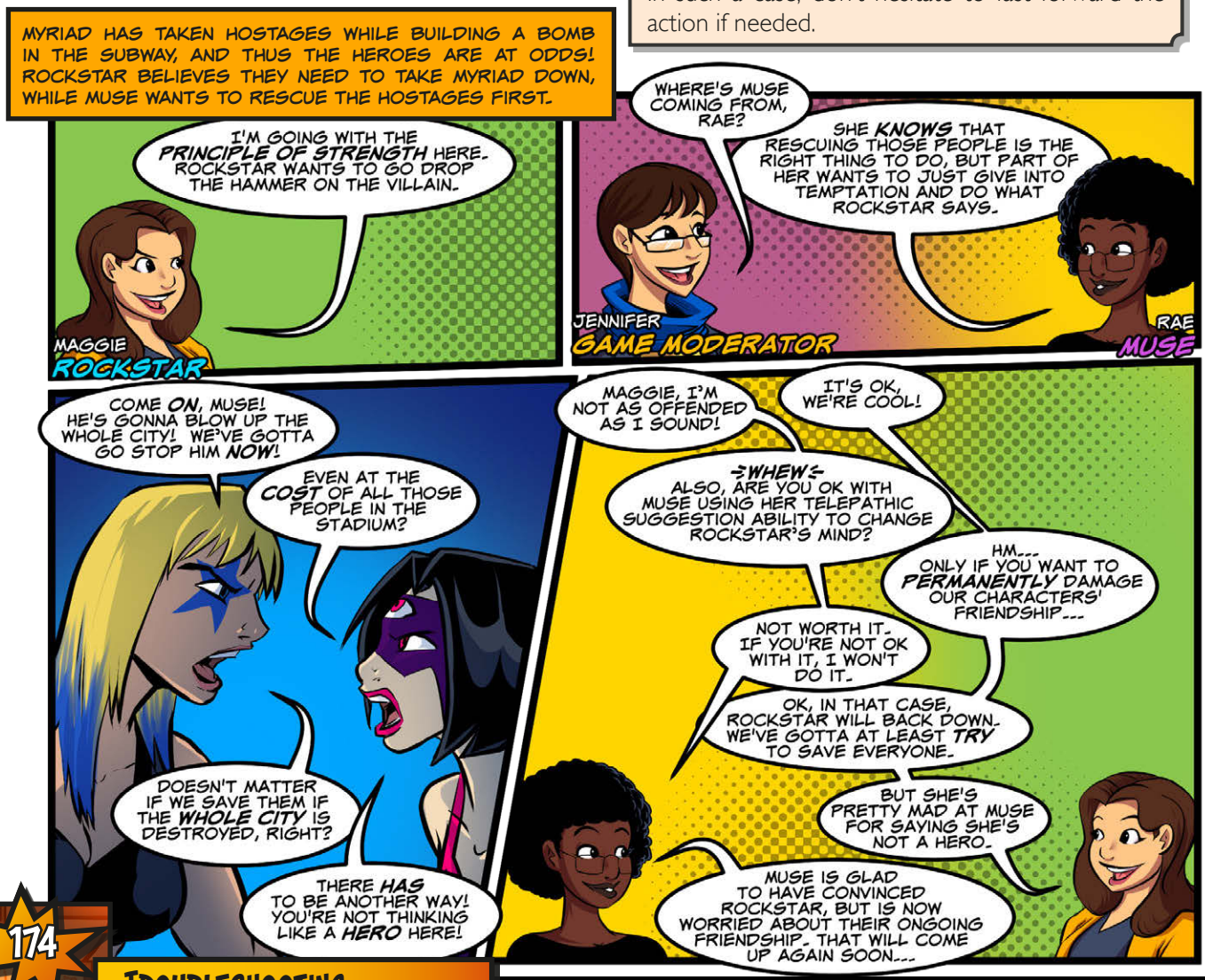
Even when gaming groups embrace the game's assumption of heroic unity through adversity, there may be moments when heroes will disagree on a course of action to the point where they're willing to let open conflict break out within the story. In such cases, a few options are available to allow such moments to move things forward.

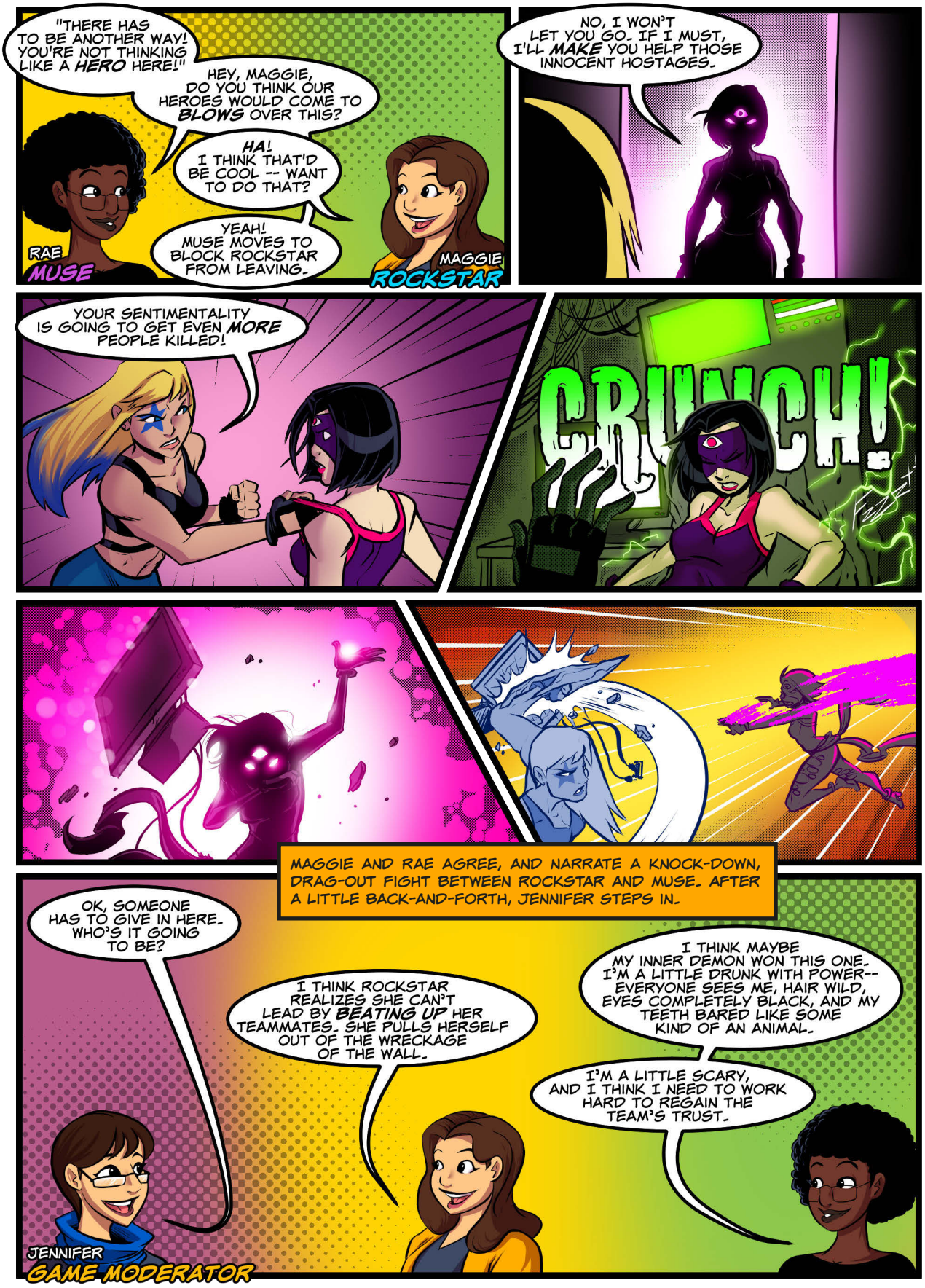
First, explore what's truly at stake in the situation with everyone who's involved. Ask why it matters so much for their hero to have their way and where they expect their point of view to send the story.

Then, ask which principle each hero is willing to put on the line in this conflict. The principles on the character sheets represent the two strongest beliefs or constraints that motivate the hero's actions. If principles come into play on all sides of the conflict and players are eager to play through it, set a scene to play it. We highly recommend resolving the conflict through roleplaying, as it gives heroes a chance to flesh out their stories and background. Also, if the players do roleplay out the resolution of their conflict, don't forget to give each hero a hero point for the scene.

When Hero Conflict Becomes Player Conflict

If it becomes apparent that the players themselves are arguing, consider calling a break. Let tempers cool a bit if necessary and call the arguing players together. Play mediator and try to get them to identify and express the source of their disagreement and how important it is for each of them to get what they want. Then, discuss what would be the best possible alternative to achieving an agreement if they can't reach one after a short discussion. If the argument can't be resolved, make a call and do your best to get the game going again. In such a case, don't hesitate to fast forward the action if needed.





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Running Inter-Hero Combat Action Scenes

If players insist on playing out a conflict through an action scene, the game can handle it, but not as elegantly as it supports cooperative play. In such a scene, you become the sole arbiter of rules, the action order, and twists in the scene. Your word is final. With different players playing for opposing stakes, the game's cooperative fundamentals become secondary to maintaining kindness and fairness at the table.

Run combat the same way you would against villains, but create a preset action order that:

- Alternates between heroes from each side
- Avoids having the same hero act twice

If it's not obvious who will throw the first proverbial punch, determine it randomly. If the scene is set in an environment, it gets a turn, too.

Heroes who aren't involved in the conflict when the scene starts don't get a turn in the scene. If they insist on joining the fray, you can decide to let them join at any point in the action order. Inform them that they can be attacked by those already in the scene, but they'll only get to act in the next round (like you would do when minions join a fight).

Heroes from either side can decide to yield at any time, making themselves Out until the end of the scene. When only one side of the conflict stands, that side wins the conflict. Like the narrated fights described above, grant a hero point to all heroes involved in the fight and call into play a story-based major twist for each hero on the winning side, in addition to any twists that came up during combat. Fighting comes at a price, even for the victors.

Player Agency and the Overcome Action

Players should not expect to be able to use Overcome actions against another player's hero to create a situation where one hero gets the upper hand against another. Players are in charge of their hero's destiny and that applies to inter-hero conflicts, too. If a player insists that they have powers, like mind control, that could force another to yield in a conflict, they can only proceed with the consent of the target hero. This can only work if both players are eager to explore the consequences of this sort of conflict. You should not allow it if you or any other player is reluctant to play this type of game.

Safety Tool: The X-Card

The X-Card is a physical card or slip of paper sporting a big letter X that you set in the middle of the table where everyone can reach it. If play goes to a place that a player (including the GM!) is not OK with, that player taps the X-Card (or holds it up, or says "X-Card!" etc.) Play immediately stops and the scene is reworked to avoid the objectionable content. No judgment is passed at all — ask questions to clarify what content to avoid, but nobody gets to question the person's sincerity or need to avoid it.

There's no requirement to use this or other similar tools, of course, and many game groups do very well without them. But as a GM, remember that *the emotional safety of everyone at your table is far more important than any story you want to explore*. This is a big responsibility, and while every player at the table should play a part, ultimately it falls to you. Learn more about the X-Card at tinyurl.com/x-card-rpg

Dealing with Difficult Players

Sometimes as a GM you may have to deal with a player who tries to tell other players how to play or who seems to go out of their way to dampen the group's fun. It's not uncommon for such players to create "lone wolf" anti-heroes that take contrarian views from other players out of some undefined sense that cooperation is anathema to their character. They seem to relish creating conflict and then frequently dig into their position for vague reasons, refusing to compromise.

Don't settle for arguments like "because that's what my hero would do" when you ask what's at stake in an inter-hero conflict. Push back and ask for clearer motivations. Always come back to the hero's principles and how they come into play. Try to bring the player back into the story rather than let their contrarian agenda take control of it. As stated in Chapter 1, one of the goals for each player is to maximize *everyone's* fun.

Some players have an antagonistic approach to roleplaying games, and aren't accustomed to collaborating in creating a story. These players often only require time to adjust, so try to suggest alternate actions and remind them of the tone and themes of the game. Other players might not be interested in the game you're creating together. Remember that out-of-character issues like this can't usually be resolved in the game; they require frank conversation about player expectations.

The GM's Principles

As you run your games of ***Sentinel Comics: The Roleplaying Game***, there are a few main ideas to keep in the front of your mind:

- Make the rules a way to deliver fun
- Drive play toward hard choices and sacrifice
- Players control the destiny of their heroes

Make Rules a Way to Deliver Fun

As the GM, it's your job to apply the rules as the game progresses. By keeping your mind on the rules, you allow the players to immerse themselves in the fiction of the comic book story unfolding at the table. You need to keep track of things like the scene tracker, choose from the correct actions when taking a turn for minions, and make rulings whenever questions arise. But you also need to make sure that this is a thrilling experience for the players! Here are some suggestions for how to use the rules to frame a good time.

Teach the Rules

An often overlooked but absolutely vital role of the GM is to help players learn the game. Some enthusiastic players will buy copies of this book and throw themselves into mastering the rules, but other more casual players just want to have fun rolling dice with their friends and don't put a high priority on learning the intricacies of the system. Different people play for different reasons, and everyone should be able to have fun. Be ready to help any of the players with rules questions and guidance, be patient with players who aren't as motivated to learn the rules as well as you know them, and make sure players who *do* learn them well get the opportunity to use that mastery.

Be Fair

While running the game, try to apply the rules as evenly as possible. Don't play favorites, and work to ensure that every player gets a chance to contribute. While different players naturally engage at different levels, if someone gets talked over or ignored, make sure to ask them specifically what thoughts they have and what they think should be done. Make sure the more rules-savvy people (including you!) don't steamroll other players, even with well-meant advice. Each player has the right to play their own hero, with final say over what that hero does.

Sharing the Spotlight

If one or more players are hogging the spotlight and not giving other players opportunities to shine, step in to change that. In social scenes, it can help to use a formal structure involving the action order, as discussed in Social Scenes on page 169. In action scenes, making sure everyone has equal amounts of action order time and encouraging players to make their own decisions on their turns helps. Players should be confident that only they can decide what their hero does; if that's not the case, it's your job as the GM to step in and make sure they have that level of control.

Sometimes a player might struggle with trying to find the right rule or game mechanic to achieve a result. In such cases, encourage them to tell you their *intent* rather than try to work out how to bring it about. Sharing intent tells everyone around the table what players are trying to achieve with their heroes and gives you or other players an opportunity to guide them in finding the right game mechanics to achieve their desired result.

There's No Rule for That?

The game rules can't anticipate everything. What happens when you can't find a rule to cover the exact situation you're in? When players try to do something you or a pre-written issue didn't anticipate and you can't find a rule for it, you need to improvise. Techniques like these make it easier:

- Remember that the Overcome action is specifically intended as a widely applicable way to resolve the question "Hey, could I do this?"
- Look for a rule that covers a similar situation, and apply it in this situation.
- Twists make for excellent consequences if you'd like to allow whatever the player is asking for but want a drawback.
- You can always just say "Yes." Really. It's powerful and satisfying and easy.

When you're faced with a rules question and you don't know what the answer is or what to do, ask yourself, "What would be the most fun outcome right now?" The game has a great level of flexibility and leeway built into it, so don't be afraid of getting it "wrong." Remember that GMing is a skill — the more you do it, the easier this gets.

Make rulings that keep the fun going. Keeping the game's tone in mind, don't shoot down wild ideas or harebrained schemes too quickly — let the heroes try things and see what happens.

Make Every Roll Meaningful

Heroes are supremely competent at what they do. There's no question that a character like Legacy, who has Strength among her powers, can lift a car. No one should doubt that Wraith can infiltrate the headquarters of a local ring of smugglers, nor should it be a challenge at all for Absolute Zero to survive incredibly frigid temperatures. These heroes principles define their truth, so be sure to give them a chance to invoke them.

It's safe for you and your players to assume that in a situation where time is not of the essence, all characters can perform superhuman feats in their area of expertise as detailed by their powers, qualities, abilities, and principles without having to pick up dice.

However, in the heat of an action or social scene, any action whose outcomes could be uncertain, problematic, or even downright catastrophic should require dice rolls. It's not a question of whether Legacy can lift a car to throw at an incoming missile; we know that she can. Rather, it's whether she can time her throw and aim properly to divert the missile into the river *before* its proximity fuse makes it explode near the bridge.

This game is about heroes with exceptional abilities dealing with exceptional problems. Reach for the dice when the stakes are high… or when the heroes are way out of their league, such as when Absolute Zero needs to do an live interview about work safety on a streaming video channel particularly popular with teenagers.

"Yes" — The GM's Best Friend

If a player wants their hero to try something that feels like it is in the spirit of the game but you don't know how the rules apply, try just saying "Yes." This is especially true if the hero is trying something that aligns with one of their principles — you can simply declare that it works and move the scene on to more interesting things. There's no need to impose a chance of failure on everything any hero attempts. If it fits the scene, the setting, and the characters involved, it's likely a better moment to give them that moment of success.

"What Does It Matter Which Die I Use?"

Heroes frequently have multiple powers and qualities of the same die size, sometimes even in the same category. As a result, some players may ask what difference it makes to use one or another if they're the same die anyway.

First, the use of the die has to make sense. Part of your job as the GM is to negotiate with the player to make sure that the appropriate power or quality is used for the situation. If the hero is throwing a punch but wants to use Banter instead of Close Combat, they need to explain how some quick quips are helping them fight. However, it's not your job to talk them out of using a power or quality; instead, ask clarifying questions on the action to get everyone at the table, including you, on the same page as to what exactly is going on.

Secondly, what powers and qualities are used help inform any consequences of the action, particularly if the action results in a twist. When trying to Overcome a challenge to bust open a door to a villain's lair, a twist from using Strength will probably be different than using Telekinesis. Even in actions that aren't Overcomes, how villains react to Attacks, Hinders, etc. will be different based on what powers and qualities the hero used to build their dice pool. This is especially true when specific types of elements/energies are in play, as a villain might have a specific resistance or vulnerability.

In summary, it can be easy to shortcut to the same three dice every time, especially when using the same ability multiple times in a session. However, describing the actions in a ***Sentinel Comics RPG*** issue is what generates the comic book feeling of the game; it should be a source of inspiration in what happens in the story.



Villains are Committed to Their Beliefs

For the heroes of Sentinel Comics to shine, they need villains who are more robust than papier-mâché clichés. Whether you use villains from the world of Sentinel Comics or craft your own evil-doers, the more believable you make your villains, the richer the story. Give your villains a chance to monologue! The most compelling villains are motivated by profound emotions and passions that are anchored in past traumas, deep desires, and other catastrophic events, often hidden in the darkest recesses of their backstories.

Greed, revenge, glory, and hatred are common motivators that power a villain's schemes, be it world domination, grand heists, humiliation of enemies, etc. Whatever they want to do, they absolutely believe that it must be done, and very little will change their minds.

Whatever fuels a villain's motivations, you get to telegraph their backstories in various ways. This happens first and foremost during action scenes, where the heroes are direct witnesses to the villain's plans. Ideally, in those scenes, the heroes are also significant obstacles to the villain's dastardly plots, preventing their plans from coming to fruition. The monologue is a staple of the genre for such exposition. These impassioned speeches aren't likely to fall on receptive ears, as the heroes and their players are eager to rush to victory, of course, so be prepared to deliver any monologues in sound bites, during their turns and those of their allies.

Hard Choices and Sacrifice

It's fair to assume the heroes will save the day more often than not. What makes their stories worth playing though is the question: "At what cost?" This question demands an answer every time a player is faced with a twist. Twists drive the drama of ***SCRPG*** and come from two sources: the Overcome action, which the heroes use to perform non-combat feats of superhuman abilities, and from risky actions (see Chapter 2, page 19).

Drive play toward twists. Twists are your most powerful tool for introducing new elements into the story. Encourage players to make the most of them when possible — call back to previous issues, incorporate elements of the hero's origins, link to the story arc's themes. When they falter in their search for something related to their heroic principles, step in with your own ideas and ask the other players for theirs. The whole group has a stake in the story you are all creating.

That said, not all twists need to be grand. It's OK to use them in small and easily resolved ways (and ways that don't tax your limited reserves of creativity!). You want to avoid grinding the action down into brainstorming sessions whenever someone fails an Overcome action. But when you can, and the circumstances are right, drop a big surprise on them.

A Hero Is Willing to Sacrifice

Each hero's principle comes with minor and major story-based twists that can be used when they're faced with the choice of either failing in their endeavour or succeeding at a cost. These twists are directly related to each hero's core beliefs. Players decide if they are willing to put these beliefs on the line whenever a twist is called into play.

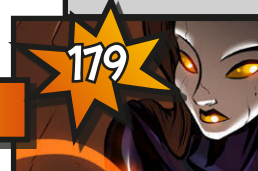
Choosing to answer the questions attached to these twists usually lets the player avoid a nasty penalty or prevents the scene from becoming more dangerous, but it invariably exposes a new facet of the hero's life that will eventually need to be dealt with. Such is the currency of the game.

Should a player prefer not to bring that kind of complication into play, you get to suggest what kind of sacrifice or added complication is required to achieve success. This is a good occasion to ask around the table before you come up with a twist that will test a hero's resolve. Your players are part of the story, and the longer you all play together, the better the chance that someone will come up with a good narrative twist for a given situation.

You should strive to find twists that make players hesitate between choosing to accept that twist or letting their action fail, especially when dealing with major twists. The game runs best when it forces hard choices on heroes at moments where they need to succeed the most. Some of these choices will be baked into the scene themselves, but most of the time twists will provide them.

Heroes Are Front and Center

During play, make sure that every hero has something to do in each scene they participate in. Making the odds appear overwhelming when framing a scene helps everyone feel useful, as it creates an "all hands on deck" moment! Use visual cues to enumerate the challenges and foes the heroes face; index cards, post it notes, poker chips, or miniatures are all great ways to do this. Check out our tips in the "Break Out the Index Cards" section on pages 159-160 for more ways to incorporate our favorite visual aid.



As you set up a scene, describe each challenge, group of minions, or villain separately in vivid detail. Take a short pause between describing each element, and then say "And THEN…" before adding the next one. New players will give you the look of people finding themselves in way over their heads. Experienced players will likely lean forward in anticipation as they'll start planning and dividing tasks to save the day once again. Either way, the connection between the heroes and the forces arrayed will increase with as the stakes presented at the table are identified.

A Bit of Love for the Helpers

As in all action games featuring lots of cool combat-focused tricks, there's plenty of incentive to go all out and punch things during each player's turn. The thing is, many heroes have great dice tricks and bonuses that create powerful Boost and Hinder mods. This makes them very efficient supporting characters, which can sometimes be a thankless job, depending on the group of players. In such cases, feel free to reward players who are willing to play the support role with additional information about the scene at hand. Have them notice clues, additional details, or some hints that tie this scene to the next. You can even pass secret notes to them with information that only they have, giving them a choice between sharing the secret with the other heroes, or keeping it to themselves for now… or maybe forever!

Such an approach allows an investigation-based hero to perform investigation-like actions in the midst of high flying action and daring acts of rescue, and also provides a story-based reason to explain where the mod comes from.

Keep Hope Alive

On the flip side, as challenging as you make things appear, always strive to make sure the players don't lose faith in their ability to win. You have tools you can use to tweak the challenge level one way or another as heroes struggle to turn the tide. Divide the villains, minions, and lieutenants among all the heroes that can take damage to avoid ganging up on any one hero. If minions become too numerous, have some perform secondary actions like Boost, Defend, or Hinder instead of straight out Attacking the heroes.

Of course, if things go too smoothly for the heroes, use twists when you can to bring up the challenge level a bit.





Players Control the Destiny of their Heroes

Players have full control over their hero's agency. Players can suggest courses of action to other players, or huddle together for group strategy (in fact, the game is built on the assumption that they will!), but a player's decision on how to play their character is final.

In the spirit of the game, players should keep their hero's principles in mind as they play. Principles exist as roleplaying guidelines that reward players whenever they invoke them when a choice needs to be made. This isn't to say that you should force players to remain within the boundaries of their principles — no one is required to always play by them — but you should remind players they get more hero points by taking them into account whenever they act.

The above guideline has its own caveat: a player's freedom stops where another player's starts. Players should be discouraged from negating each other's actions. If a hero creates a Hinder mod on a villain, another hero shouldn't create a Boost mod for that villain specifically to cancel it, whether out of spite or some vague notion that "this is what my character would do." Encourage your players to be a team, to work their issues out, and to collaborate on their stories together at the table.

Of course, if there's a very solid story reason to provoke such an action — like a hero posing as a traitor to gain a villain's trust — that's fine, as long as the player comes clean with the ruse before going forward with the action.

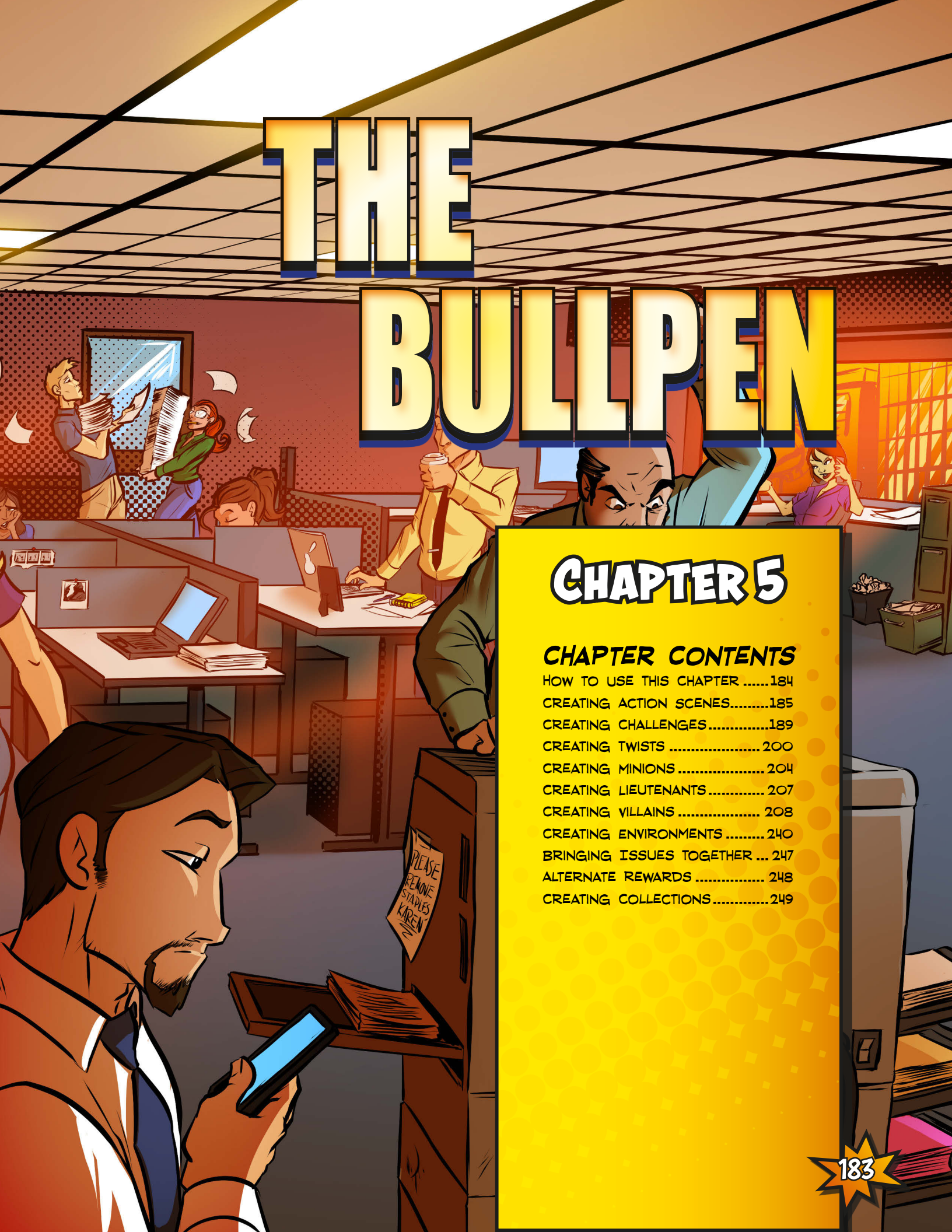
The Fate of Fallen Heroes

A player is the master of their hero's destiny. They get the final say in deciding to accept twists or failure in their actions. They also decide if and when their hero dies in a scene. Unless the whole group has agreed on a darker, grittier tone where heroes can die, any hero or villain taken Out from combat hasn't suffered enough injuries to put their lives in immediate jeopardy. Heroes get a chance to recover in a montage scene, and villains end up in jail or vanish without a trace like they do in comics. Hero death should be a conversation between that hero's player and the GM, never a surprise.

Hero and Villain Death

This is important: *A hero cannot die unless that hero's player says they do.* Even if, due to circumstances of the scene, getting taken Out should mean certain death, remember that comic books understand "certain death" very differently from other forms of storytelling. You can always invent a reason, however far fetched, that a hero or a villain survived that swim in a lava lake, that hail of gunfire, or that plummet into the heart of a black hole.


GODS



THE BULLPEN

CHAPTER 5

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How to Use This Chapter

If you're just starting out as a GM, don't worry about this chapter yet! Run a few ***SCRPG*** premade adventures — such as the two adventures found in Chapter 6 — and work on learning and internalizing the rules and information in Chapter 4.

However, if you keep GMing games, there is a good chance that you'll eventually want to create your own adventures from scratch. If that's your goal, you've come to the right place! This chapter provides everything you need to create new challenges for the heroes, new places for them to perform their amazing feats, and new opponents whose plans they'll need to thwart. From heroic challenges to nefarious new villains and their hordes of minions, you'll find a plethora of guidelines, tools, advice, and examples to help you along.

Before we dive in, remember this golden rule of design: borrow and reskin! ***SCRPG*** published adventures are filled with challenges, minions, villains, environments, and more that can be renamed and tweaked to fit your needs. Changing something already written instead of making something from scratch is a good way to jumpstart the elements of your games and stories.

Creating Action Scenes

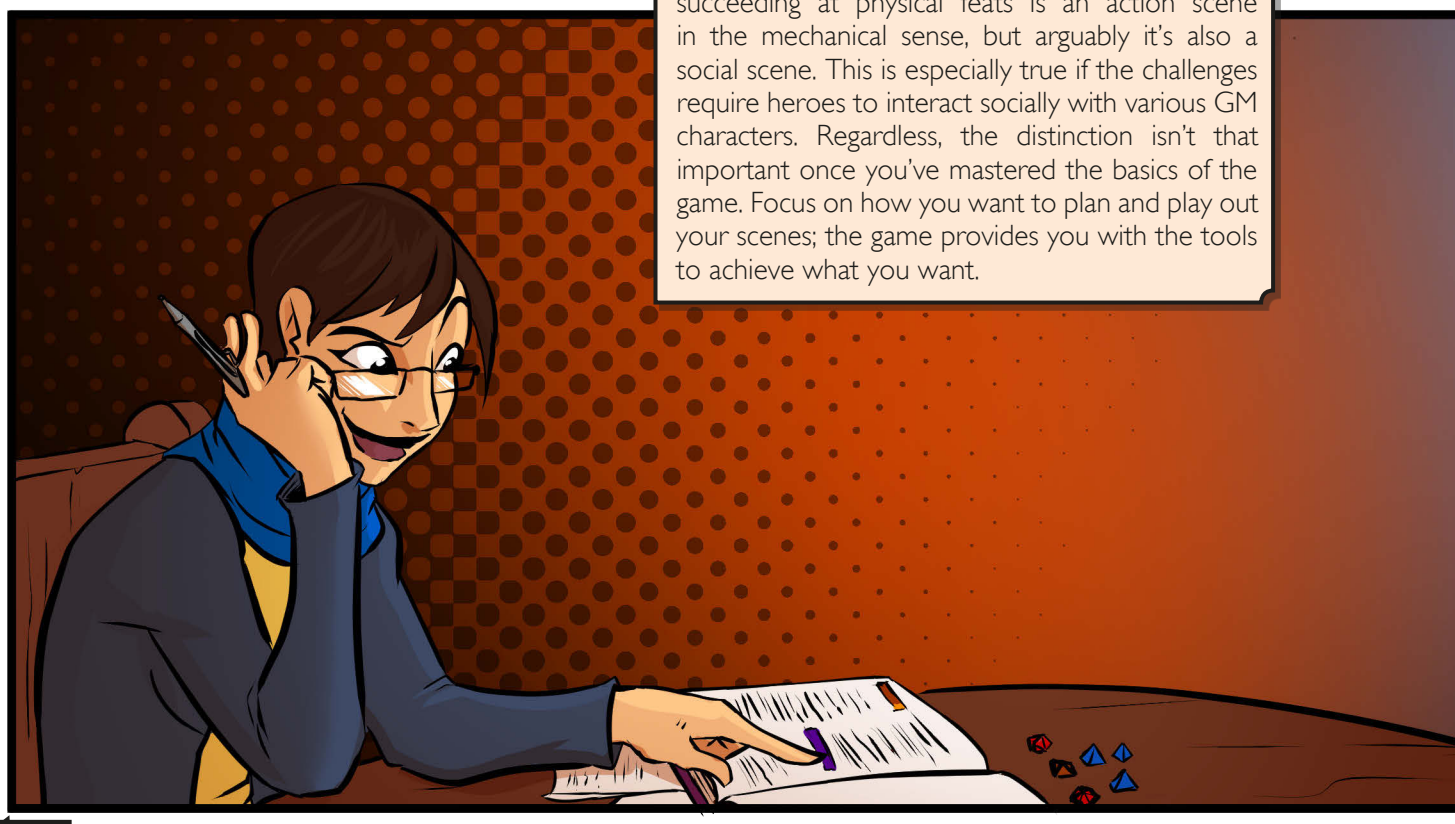
Building an action scene is like creating a diorama from all the bits and pieces at your disposal: challenges, minions, lieutenants, villains, environments, and the scene tracker. You bring your story ideas to bear, you decide how challenging you'd like the scene to be, and you choose among the scene elements you borrowed, modified, or made yourself.

First, think about the scene as you see it playing out. Think about the location and whether the location needs to be supported by an environment. Then decide where the scene fits in the issue you're planning; do you want to frame it as an action, social, or montage scene?

Most of the time, the choice is evident. Action scenes feature heroes facing grave danger, hostile foes, and dire situations requiring their immediate attention. If your idea falls outside of this, consider making it a social or montage scene.

Action or Social?

The distinction between action scenes and social scenes can be blurry, and that's fine. A scene with a scene tracker and an environment that requires heroes to solve challenges without fighting or succeeding at physical feats is an action scene in the mechanical sense, but arguably it's also a social scene. This is especially true if the challenges require heroes to interact socially with various GM characters. Regardless, the distinction isn't that important once you've mastered the basics of the game. Focus on how you want to plan and play out your scenes; the game provides you with the tools to achieve what you want.



Once you have your ideas lined up, it's time to start designing your scene!

Making Engaging Scenes

When you create an action scene, you want to achieve two goals. First, every hero should have something to do during their turns for most of the scene. Second, you want to create a clear sense of how much of a challenge the scene presents for the heroes.

You can create easy, moderate, or difficult scenes depending on the number and type of scene elements (challenges, minions, lieutenants, villains, environments) you decide to add.

Scene Difficulty: What Does It Mean?

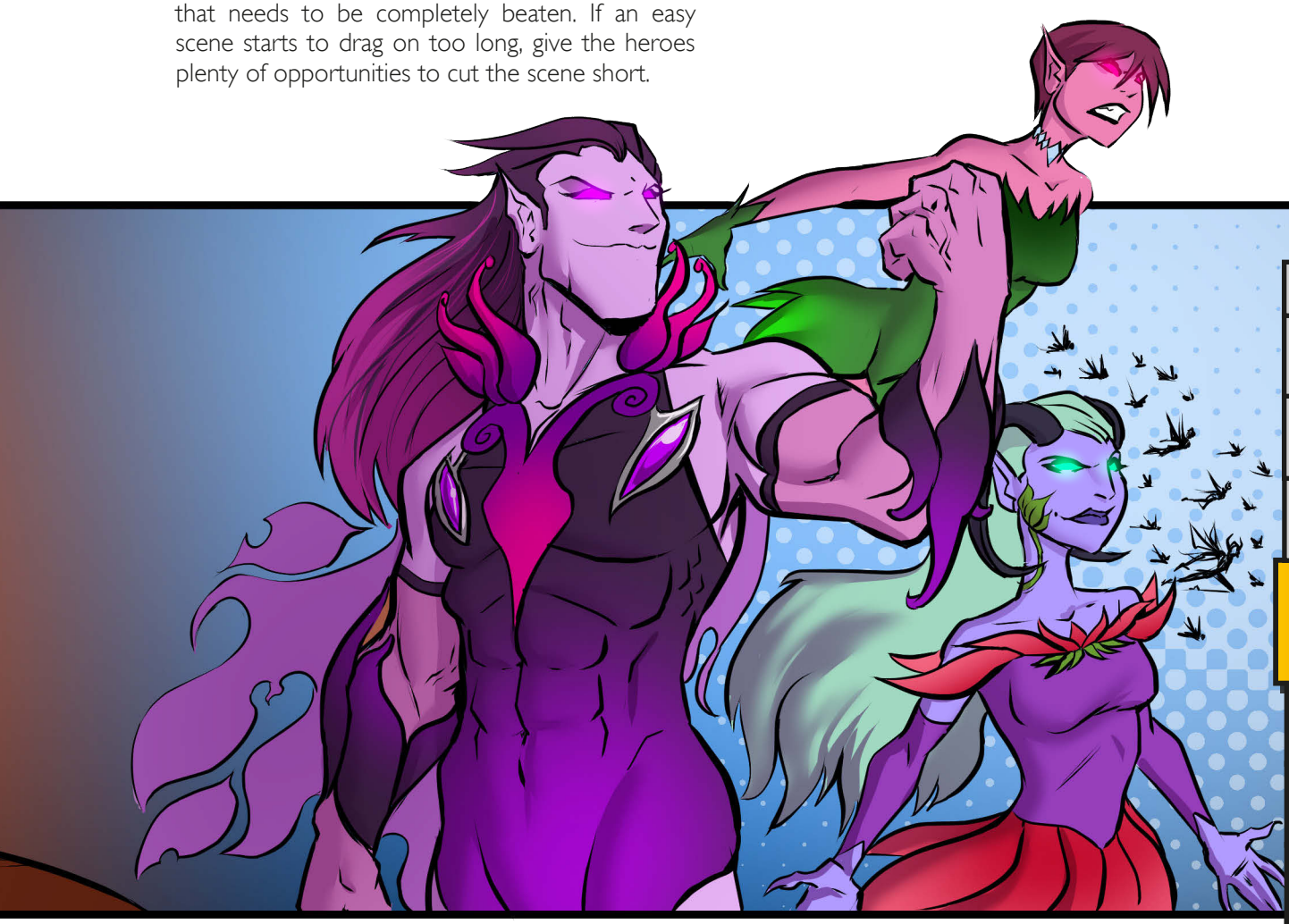
Easy scenes are designed so they don't tax the resources of the heroes or take up much time. They serve as a good introductory scene to get warmed up, or as a minor plot development that leads into a broader story. Most easy scenes won't contain a villain, or at least, not as a major threat that needs to be completely beaten. If an easy scene starts to drag on too long, give the heroes plenty of opportunities to cut the scene short.

Moderate scenes are the bulk of the scenes throughout a story. They tax the heroes a bit more, and take up a longer amount of time within an issue. They might feature a villain or environment, but not as a full "set piece" conflict.

Difficult scenes are the larger capstone scenes, and represent a greater investment of time and effort. They're the most likely to involve both a villain and environment for high stakes play. While the story should always feel like it's moving at a good clip, it's OK for these scenes to go on longer and be extended by new twists, so long as the resolution feels epic.

In any case, the scene guidelines only go so far; it's impossible to provide a system that accurately gauges difficulty and covers every situation and exactly what the heroes' capabilities are. Always feel empowered to add, remove, or adjust scene elements to adapt the scene to the hero team or to tweak the scene to best fit the story.

Once you choose a difficulty, refer to the table and explanation on the next page.



Number of Scene Elements

A scene usually contains (H) scene elements of a given difficulty where (H) is the number of heroes in the scene. This ensures that there are plenty of things for everyone to do.

Setting a Scene's Difficulty

- An easy scene is made mostly of easy elements and contains no difficult ones.
- A moderate scene is made mostly of moderate scene elements.
- A difficult scene is made mostly of difficult elements and should not have easy ones.

Adding Challenges

- Easy: Challenges requiring 1-2 successes OR 1 success with some added difficulty (like a timer)
- Moderate: Challenges requiring 3-4 successes OR 1-2 with added difficulty
- Hard: Challenges requiring 5+ successes OR have 3-4 successes with added difficulty

Adding Minions and/or Lieutenants

- (H) = number of heroes in the scene
- ½ (H) = half the number of heroes in the scene, rounded up

In a group of minions, two can be traded in for one lieutenant of one higher die size. For instance, a moderate challenge element for a group of 5 heroes might contain three 8 minions and a 10 lieutenant.

Adding Villains

Villains are challenging on their own. Villains without any upgrades are each considered a moderate element. If a villain has one upgrade, it becomes a difficult element. Any additional upgrades count as one extra moderate element.

Adding Environments

An environment often hurts heroes more than their enemies. That's why adding one to a scene counts as a moderate element. In special cases where all twists and threats of an environment are set to be hostile to the heroes, you should consider the environment a difficult scene element.

A scene should generally contain no more than one environment, unless the heroes have been completely split up and it's important to have an environment for both.

Scene Element Difficulty Quick Reference

Difficulty	Challenges	Minions	Lieutenants	Villains	Environment
Easy	1-2 successes OR 1 success + advanced challenge	(H) 6	½ (H) 8	None	None
Moderate	3-4 successes or 1-2 successes + advanced challenge	(H) 8	½ (H) 10	Minor villain (villain with no upgrades or masteries)	Standard environment
Difficult	5+ successes or 3-4 successes + advanced challenge	(H) 10	½ (H) 12	Major villain (villain with upgrades and masteries)	Hostile environment

EXAMPLE

The heroes have uncovered a series of clues that point toward the location of a group of minor villains using an abandoned auto manufacturing plant as their HQ. They decide to investigate the place — taking Jennifer a bit by surprise. She expected them to pursue a different thread of the plot in this session.

The group is made up of five heroes and Jennifer decides to create an action scene of moderate difficulty. From her list of prepared GM characters, she picks two minor villains, writing their names — Tire Fire and The Riveter — on index cards and setting them on the table. She also adds a group of five 8 minions ("Road Rashers"), for which she makes another card. She completes the scene with two challenges.



She decides that the villains and minions are waiting in the abandoned plant, expecting the heroes' arrival. They've reinforced key points of their HQ to make their stand. They also have a nasty trap of sorts, in case they need to distract the heroes. She could use an environment, but decides to forgo it in favor of two challenges, instead. She still uses a scene tracker.

Jennifer invents the first challenge, writing this on a fourth notecard as:

TWISTED STEEL BARRICADES

DESCRIPTION

Villains behind the barricades gain a Defend of 3 minus the number of successes heroes have had dismantling it.

RESOLUTION

☐☐☐ Dismantle the barricades

She sets the other challenge (again, written on a notecard) as:

TREADMILL OF DOOM

DESCRIPTION

A few hapless citizens are bound to a functioning but slow moving treadmill, leading them to certain death. This challenge requires an action by a non minion villain to be activated.

RESOLUTION

☐☐ Successes
☐☐ Timer

Triggered: It won't be pretty.

Swapping Scene Elements

You can:

- Replace a moderate element with two easy ones
- Replace a difficult element with two moderate ones
- Swap two moderate elements with one easy and one difficult

Additionally, you can:

- Take a moderate scene and remove a moderate element to make it an easy scene
- Take a moderate scene and add a moderate or difficult element to bump it up into a difficult scene

Jennifer wants an action scene of moderate difficulty that threatens to swamp the heroes with lots of small enemies, rather than a few more difficult ones, so she takes a moderate difficulty scene she used in a previous issue and adapts it. Originally the scene used three 8 minions and a 10 lieutenant, so she replaces each 8 minion with two 6 minions. The new scene has six 6 minions and one 10 lieutenant, so a larger group of more fragile minions, still led by a particularly powerful lieutenant, giving her a very different opposition feeling for this scene.



Choose Scene Tracker

After populating an action scene with all the necessary elements, pick a scene tracker that fits best with the tone of the scene. While a scene tracker can be of any length — provided there's at least one space each in the Green, Yellow, and Red zones — it's a good idea to start with one of the following typical scene trackers and then add or remove spaces as needed.

Standard



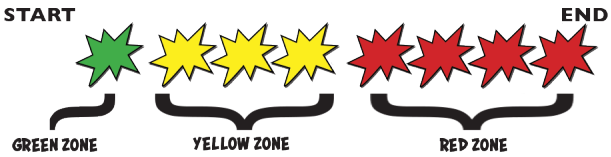
The standard scene tracker is the most commonly used of the different scene trackers. It gets the action rolling in Green, but doesn't hang around there too long before advancing to Yellow, giving the heroes access to their more potent abilities in only a couple rounds (if they're not already beat up by the opposition before then). The scene doesn't commonly end up in the Red zone, only getting there if it's particularly dragged out.

Prolonged



For longer scenes, or games with fewer heroes and plenty to do, use the prolonged scene tracker. This is especially good for scenes that don't necessarily feature enemies in every round, so the action tends to move among the heroes at a quicker clip. For fights on the run, or extended explorations interspersed with challenges, start with a prolonged tracker.

Epic



Final confrontations and the mightiest of world-shaking conflicts take place with an epic scene tracker. The Green zone is almost non-existent and quickly goes to Yellow. If the battle is as hard as it seems, the heroes are nearly guaranteed to get into Red, and get the full chance to show off all the abilities they have at their disposal.

Creating Challenges

In general, creating a challenge is straightforward. You describe the obstacle in a few words or a short sentence that fits with the context of the scene you want to build. In play, you write each of those short descriptions on pieces of paper or index cards and put them on the table for all players to see, along with the other threats they're facing.

You don't have to spend any time coming up with what specific powers, qualities, or abilities heroes need to use solve challenges; the description you provide guides your players to choose who is more likely to succeed and how. If they feel ill-suited to tackle a challenge directly, they can collaborate to create the necessary bonuses to succeed. That's what bonuses are for.

The following describes how to design challenges of varying complexity.

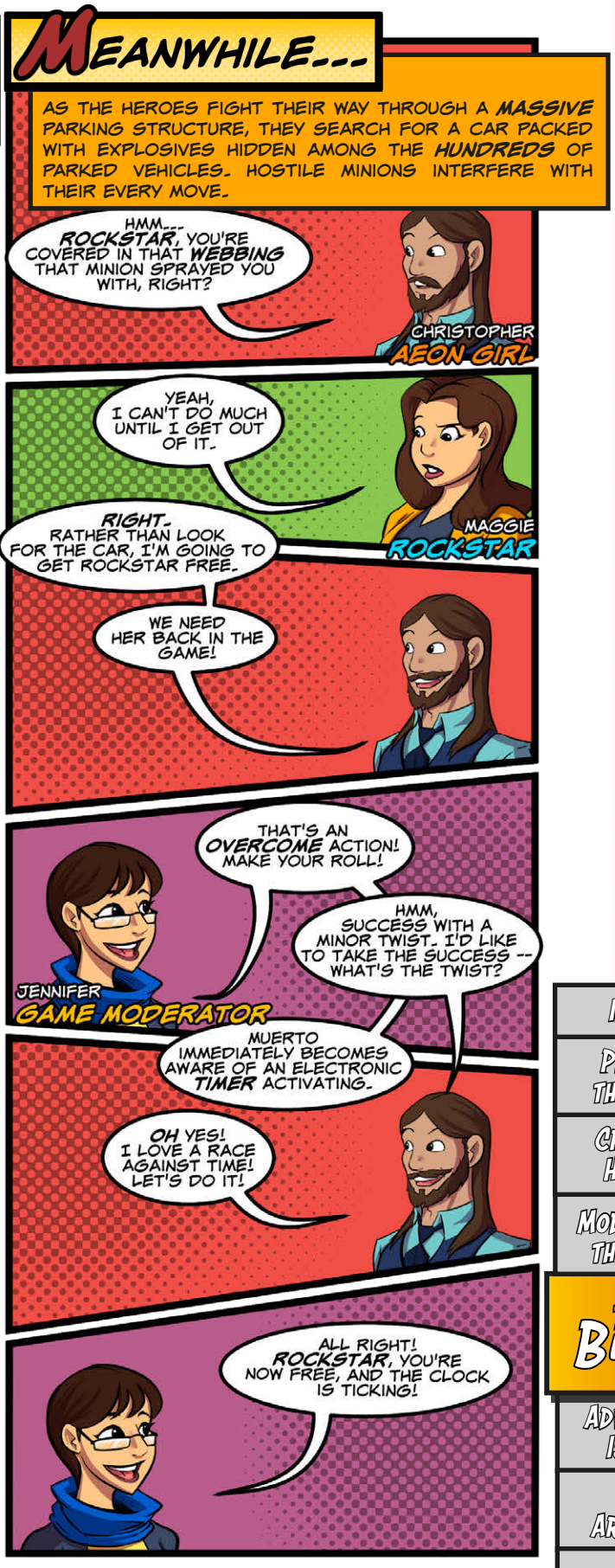
Easy Challenges

The simplest challenges require only one successful Overcome action to be resolved. They usually don't introduce negative consequences unless the challenge remains unresolved by the time the scene comes to an end, or you bring a twist into play that involves that challenge.

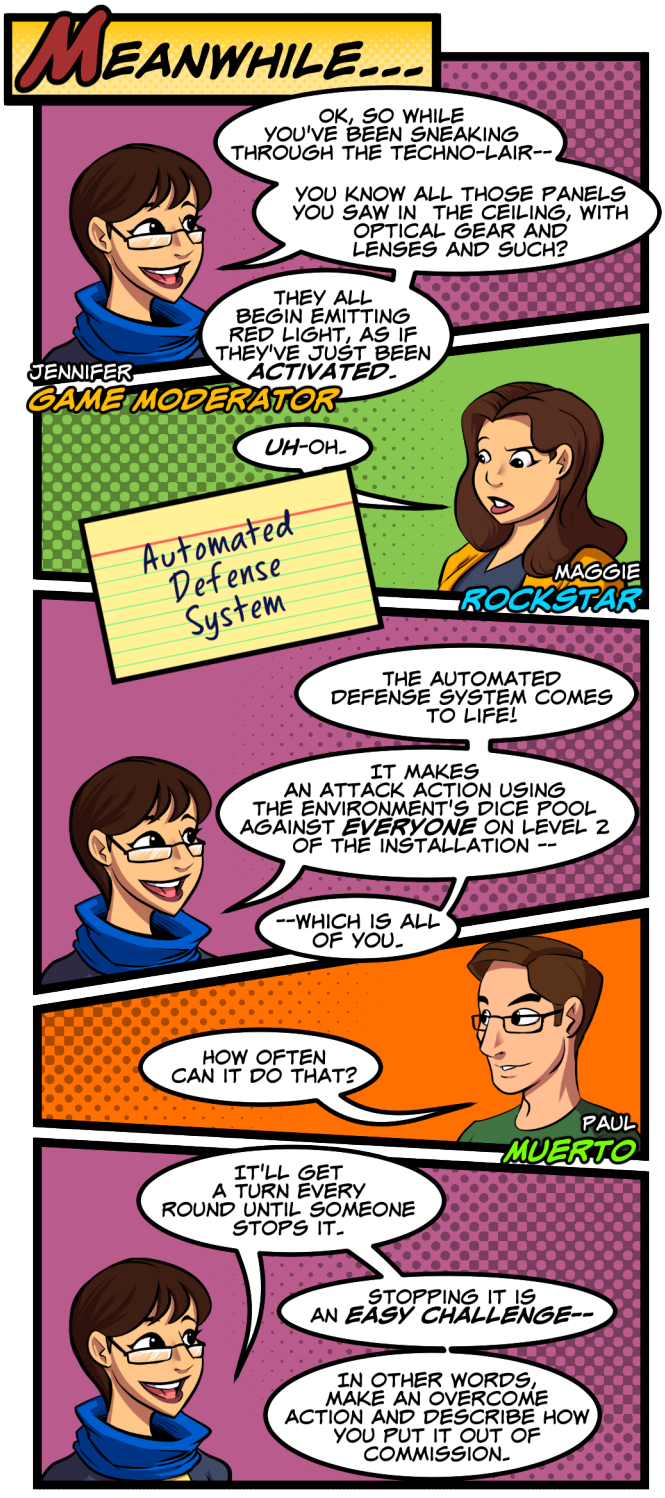
You create a challenge by jotting down a problem you want the heroes to solve in order to progress the scene or deal with an obstacle. It can be something like:

- A crumbling office filled with panicked employees
- A meteor, bound to hit downtown Megalopolis
- Non-powered thugs keeping hostages in a bank
- A hacked, self-driving 18-wheeler heading into a traffic jam
- A bystander who got stuck in the middle of a fight
- An advanced, highly-secured CCTV system that tracks heroes

You can decide that's all you need for your challenge. However, if you plan to use it as the basis of twists, you can also take notes as to how things could go wrong in this situation along with the description of the challenge.



Sometimes you might want to give challenges a little extra impact on a scene. In such cases, you can grant a challenge an ability, which it can use when it takes a turn in the action order.



Challenges vs. Minions

Some challenges can represent threats that attack the heroes (such as Jennifer's "Automated Defense Systems" from the example), taking a turn in the turn order just like minions and lieutenants. But why not just use a minion or a lieutenant? The answer is — you absolutely could do that, and in most cases it works just fine to grab the mechanism that occurs to you first and move the game forward.

However, think about the makeup of your heroes' team, and the other threats they're facing in the current issue. Some heroes' abilities are aimed more at Overcome actions than Attack actions, and modeling a combat threat as a challenge to be Overcome rather than a target to be Attacked gives those heroes another opportunity to shine. Mix it up, especially in issues that are heavily centered on brawls and combat.

Complex Challenges

You can create challenges that require more than one step to resolve by requiring heroes to perform more than one successful Overcome action. If you envision a challenge with clearly defined steps to resolve, jot them down.

EXAMPLE

Jennifer creates a challenge where the heroes need to hack the villain's computer system to get a critical code to gain control of a runaway spacecraft barrelling toward Earth. She presents it as a two-step challenge:

ACCESSING THE CODES

DESCRIPTION

Hacking the villain's computer to get the code

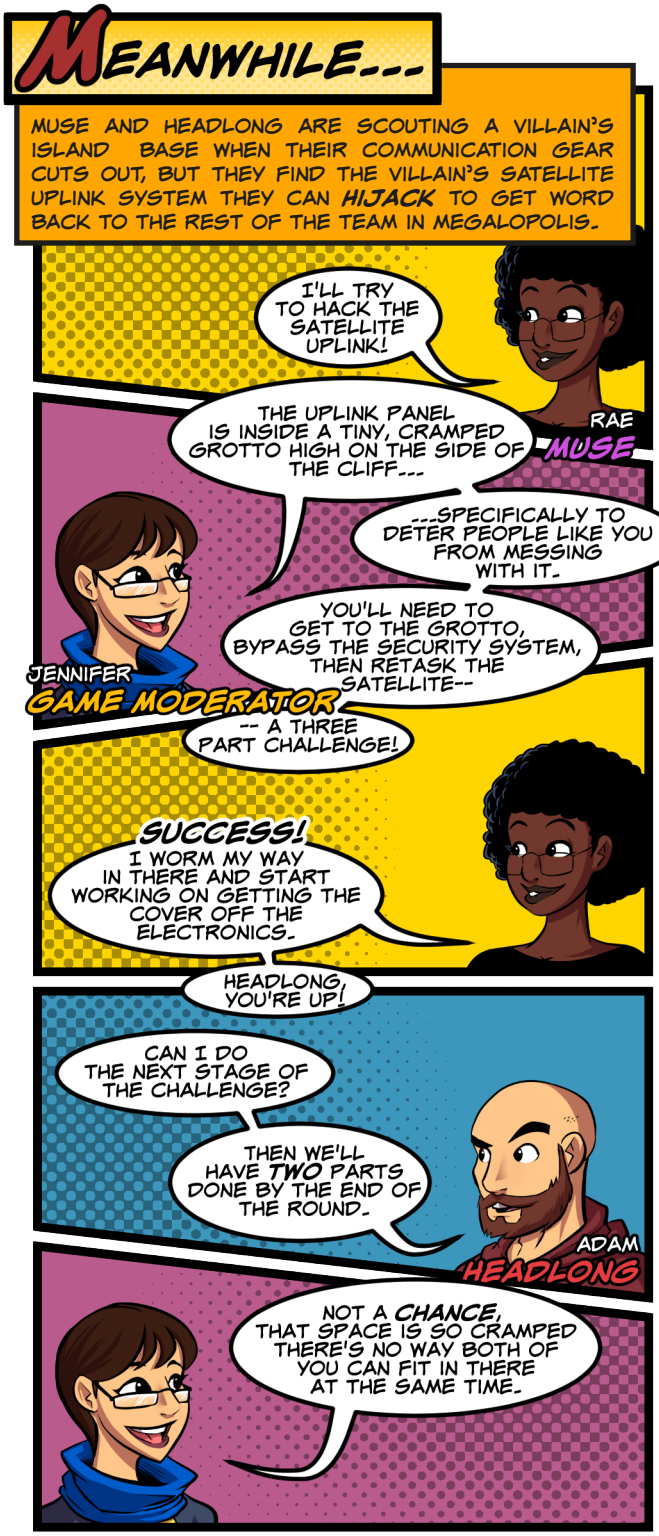
RESOLUTION

- ☐ Penetrate the Firewall
- ☐☐ Decrypt the Downloaded Data

While there's no limit to the number of successful Overcome actions a particular challenge requires to be resolved, you should usually keep it around three successes, with a maximum of five. You want to provide a variety of threats for your heroes. Challenges requiring multiple successful Overcome

actions often end up with the same hero repeating the same action over several turns, which can become a bit tedious for everyone.

If you want to limit the progress on a challenge to one action per turn, make sure to note it explicitly and come up with a good in-game reason for it. Since the game assumes no particular duration to how long actions take or how long turns last, you need to take this into account when applying these forms of limits to challenges.



Advanced Challenges

Not all challenges can be represented by a simple progression of steps. Over the next few pages, we dig into a few ways to plan and create unique challenges that involve their own complexities and provide a variety of options.

Timed Challenges: No Time to Lose

Whenever you want something the heroes need to deal with quickly, you can add a timer to a challenge. This kind of challenge covers classic tropes such as time bombs, crashing planes, and people falling from high places.

You decide how long your challenge should go and what the consequences are if the timer reaches its limit. Generally, the worse the consequence is for the overall story, the longer the trigger delay should be. The delay you set and the perceived threat of the challenge becomes the dramatic driver of your scene, so choose accordingly.

If the timing of the challenge is imminent, but not necessarily catastrophic, you can use a timer of a turn or two. However, if the challenge has the opportunity to result in major fallout, it should have enough time to give the heroes a chance to do something about it. Use this chart as a guideline for figuring out your timers:

Impact	Timer
Limited civilian impact or danger to heroes	1-2 turns
Major civilian impact or danger to heroes	Change of scene status (ex: from Yellow to Red)
Catastrophic impact on immediate area	See Doomsday Devices (pages 197-199)

Of course, you can create challenges that both require multiple successes and have timers. When you bring such challenges into play, make sure heroes are aware of the threat's potency or have plenty of opportunities to know of it in advance to expect it and plan accordingly.

Timed challenges are a great way to add tension to a scene and focus the heroes' actions. In a scene with a lot of dangerous elements, it can be difficult for the heroes to prioritize between hordes of minions, powerful lieutenants, important challenges, and monologuing villains, but giving them a challenge they know has a limited amount of time to complete tends to spur them into action to save the day!

EXAMPLE

Jennifer thinks back to the "Accessing the Codes" challenge she created earlier (page 190) and decides it would be more interesting if the villain's computer system deletes all its data after a certain length of time. She decides to add a 3 turn timer to the challenge, but also must tweak the fiction a bit to let more than one hero get into the crawlspace to work on the challenge so there's some room for failure.

ACCESSING THE CODES

DESCRIPTION

Hacking the villain's computer to get the code

RESOLUTION

- ☐ Penetrate the Firewall
- ☐☐ Decrypt the Downloaded Data
- ☐☐☐ Challenge Timer

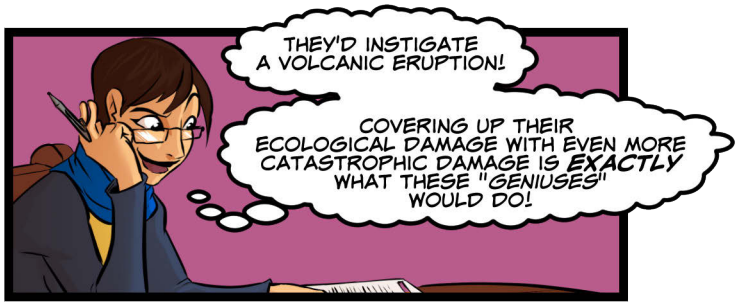
TRIGGERED

The computer system wipes its own databases and memory. The code is gone and the heroes must find a different way to control the runaway spacecraft — time for Plan B!

The scale of consequences from such timed challenges varies depending on the tone of your game and the dramatic impact these challenges bring to your scene. All should have impressive, story-related consequences that make the (possibly heavily injured) heroes' lives more complicated. Public embarrassment, media frenzy calling heroes out for their failures, and dealing with a high number of civilian casualties are just a few consequences that could happen.

EXAMPLE

Jennifer is preparing the next issue and knows the heroes plan to travel to Insula Primalis. She'd like to prepare an action scene there. Two issues ago, the heroes ran into a clutch of eco-hostile minor villains, so she decides to bring them back into the story. The villains and their cronies have done terrible damage to the island, but how would they cover their tracks? She has an idea!



She decides it would be most fun to have the heroes arrive right when the villains are about to set off their volcanic instigation devices: Seismic Thumpers! Not only can the heroes then have a scene battling the villains, but they have to deactivate the thumpers before they crack open the fragile faults holding back literal tons of magma.

Jennifer designs a challenge with a timer that requires several steps to disable the seismic thumpers:

SEISMIC THUMPERS

DESCRIPTION

Three sets of huge oil derrick-like structures sending waves of kinetic energy into the island's weakest seismic points

RESOLUTION

- ☐☐☐ Each successful Overcome action disables a thumper, buying the heroes a little time: add one unchecked checkbox to the challenge timer
- ☐☐☐ Challenge Timer

TRIGGERED

Volcano erupts, roll environment dice

- Deal Mid damage to anyone flying over or around the island.
- Deals Min to all characters on the surface.
- Evidence of villain activity on island destroyed.

CONDITIONAL CHALLENGES: THIS OR THAT

Usually, a challenge presents a situation that needs to be resolved by one or more heroes. By design, how it needs to be resolved — and how heroes can cooperate to achieve that goal — isn't clearly defined. This allows for the widest possible range of solutions; once resolved, the heroes move on to other problems.

Some challenges, however, are tied to specific if/then conditions, either in how heroes need to approach them, or what happens when they are successfully Overcome.

If you are creating a challenge that can be resolved with different, mutually exclusive approaches, note it down as such. The key to making these interesting is to have truly different outcomes for each solution — one technique should yield benefits and drawbacks that the other does not. For example, as we discussed in Chapter 4 on page 162, you can't both hack the computer to neatly open the door and also break that door open. You have to pick one approach or the other.



Jennifer decides to borrow a challenge from the SCRPG Starter Kit, adjusting some details to fit the story she's telling. The challenge is for the heroes to infiltrate a mountaintop fortress; howling winds, blowing snow, and treacherous ice protect the fortress from remote sensing and observation. They'll have to get up close and personal to find an entrance they can use.

Generally, there are two approaches: either finding a way in without giving their presence away, or taking the direct brute force approach. Both are listed as multi-part challenges to the right. In either approach, the environment is spitting out threats and challenges to harass the heroes and the scene comes to a positive end when they successfully make it inside, which will immediately remove from the scene any of the environment threats going on outside.

Note how the stealthy approach requires more actions. The heroes will burn more time that way, but it leads to the next scene having a better chance of going smoothly.

THE STEALTHY APPROACH

RESOLUTION

- ☐ Navigate the storm stealthily
- ☐ Get a closer look at the base to locate an entrance
- ☐ Disengage security measure on entrance
- ☐☐☐ Open entrance
- ☐ Reseal the entrance to avoid setting off the alarm

If the heroes use this approach, they begin the next scene in the fortress with no immediate opposition, but with less time to complete their mission.

THE DIRECT APPROACH

RESOLUTION

- ☐ Get to the fortress
- ☐☐☐ Open entrance

If the heroes use this approach, they have more time to finish what they came to do, but they begin inside the fortress with guards and security fully alert and ready to repel them.

Some challenges you create end up being conditional ones because it makes more sense in the story to have conditional ways to resolve them. Just be careful not to make them the norm; it's a good idea to leave players with as much creative freedom as possible when facing multiple threats at the same time.

No-Win Scenarios

Part of the point of challenges is to create hard choices for the heroes to confront, and either emerge heroically by doing the unexpected, or make a choice and deal with the consequences. This might lead you to pre-plan a challenge where there's no right answer, and whichever choice is made can lead to disaster on the other side. Save the helicopter from crashing into the side of the office building, or save your long-lost brother from being trampled by the Hippo?

First, it's usually not necessary to plan for those situations. They often emerge from play naturally without you guiding the story to that moment. You lay out the elements, and when a hero needs to take a major twist, they find themselves facing that kind of hard decision. Then the two of you can decide what makes the most sense for the story going forward and where that might lead.

Second, while you as the GM might not know how the heroes might accomplish all their goals, the players can surprise you with their inventiveness and epic teamwork; those kinds of novel solutions can lead to some of the most memorable moments of the story. Remember that risky actions (page 19) are a good guideline for when a hero needs to do just a bit more with an action, such as making two basic Overcome actions as part of the same roll. This means they can't use any abilities to improve the roll, and they'll take a minor twist no matter what (probably on top of other twists as well!) but at least they can try something completely out there to save the day.

Finally, if you do include these situations, be sure not to overuse them. If your heroes have to save their loved ones from near death every single issue, the threat loses a lot of its meaning.

On Failure

Rolling a 1-3 on an Overcome action and choosing not to take a major twist is a failure (as is the unlikely event of rolling a 0 or less, when making a roll with a penalty). This isn't the same as taking a twist. It just means that the hero doesn't make meaningful progress towards the goal, while the scene tracker and/or challenge ticks towards its end. Each action that a hero takes is important, so failing to make progress is a big deal when the clock is ticking.

A scene tracker that reaches its end doesn't mean game over either. It should be a major setback, for sure: buildings are leveled, the heroes are captured by the villain, or the moon blows up. That can change the direction of the remainder of the issue or the rest of the issues in a collection, but it just ups the stakes of what the heroes need to accomplish.

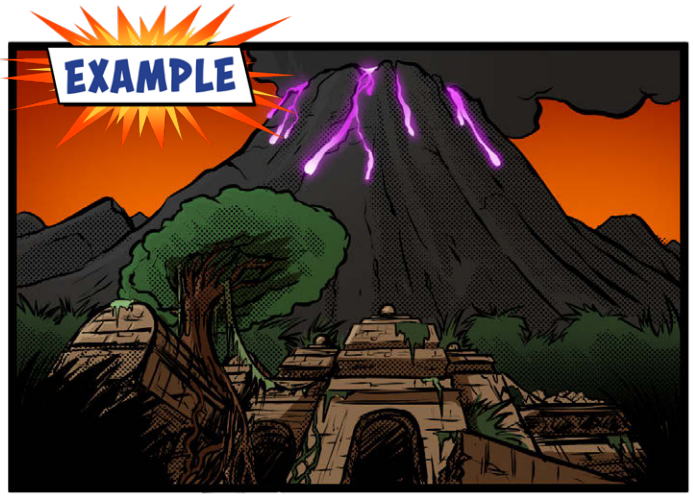
Linked Challenges and Branching Out

Action scenes are often created by mixing and matching a certain number of challenges and threats that play out until everything has been resolved. However, you can tap into the power of challenges to create scenes where heroes jump from one dire situation to another or where they chase villains across the jungle of Insula Primalis.

Instead of creating a scene where all challenges and threats are present at the same time, you can sketch out a series of challenges and link them together in a way to drive action forward. When the heroes resolve one (or more) challenges, new ones unlock, possibly bringing new dangers to bear on the scene. Thus you can create exciting multi-stage scenes where the action moves from one situation to the next, or from one location to the next.

Escalated Twists

Some challenges have more than one path to success, and often those different paths require different numbers of Overcome actions to complete. This allows the hero to take risks in order to complete the challenge more quickly. The risk is that the twists are escalated — in the shorter path, twists can be taken from a higher GYRO level! For example, if the scene is in Green, the shorter path puts Yellow twists on the table if the hero doesn't achieve complete success. If the scene is already in Red, the GM can add an additional complication of their choice — hit the heroes with an extra Green twist, convert the twist from minor to major, etc. The point is to make the shorter path high risk but also high reward.



Jennifer plans an issue where heroes are racing against minor villains to uncover a relic that could summon an ancient evil. She sets the scene in the ruins of a jungle temple and creates an environment for it (using the guidelines found on page 240).

She decides that heroes (and villains) need to solve a complex locking mechanism to gain access to the vault guarding the relic. Then, playing to an old cliché, she intends to bring the whole temple down on everyone as heroes and villains duke it out to take possession and try to escape the ruins.

She designs the scene's backbone as a challenge made of three linear sub-challenges. She also decides that most minor and major twists brought into play during the resolution of these challenges will be taken from those she created for the environment. She'll explain to her players that it represents the spirits of the temple guardian reacting to their invasion.

The Harbinger's Reliquary, Part 1

Description

A long forgotten temple is hidden at the foot of the arcane volcano on Nexus Primalis. It contains a relic: the Harbinger's Doom Horn.

Heroes and villains both are racing to resolve these challenges to gain access to the Doom Horn.

Resolution

☐☐☐ Explore the ruins to find the relic's vault.

Outcome

The location of the vault chamber is found by either the heroes or villains, depending on who performed the last successful Overcome action and thus get the first Overcome attempt on part 2.

THE HARBINGER'S RELIQUARY, PART 2

DESCRIPTION

With the chamber located, now the vault must be opened. Who will find their way into this ancient repository first?

RESOLUTION

☐☐☐Solve the complex mechanical lock
Use twists from the environment list where possible and appropriate.

-OR-

☐☐Force the door open
Use escalated twists (one GYRO color more severe) from the environment list where possible and appropriate.

OUTCOME

The vault has been opened! The Harbinger's Doom Horn has been claimed! Whoever got the final success on either above track now has the Doom Horn... but the temple now begins to crumble, threatening to bury hero and villain alike to maintain its hold on the relic!

THE HARBINGER'S RELIQUARY, PART 3

DESCRIPTION

All must escape the temple…before its ruins become their tomb!

RESOLUTION

☐☐Escape the temple safely
This challenge must be completed for each character for them to escape, though characters can help each other with their challenges. Time is running short!

OUTCOME

Any who escape watch the temple crumble. Those still inside are likely perished, never to be seen again. Most likely, that is.

You can create scenes with multiple outcomes by creating challenges whose outcomes branch out in two or more possibilities. New branches can be unlocked when a certain number of seemingly unrelated challenges are completed, or maybe a resolved challenge can unlock either of two challenges based on an if/then condition.



VISUALIZING CHALLENGES

Building challenges with branches, timers, and other variables can be quite complex. Using a visual way to organize things helps keep it clear in your mind both while you're planning it and while you're running it. A block diagram that maps the chain of branching challenges the heroes can go through to complete the scene is extremely helpful in keeping track of what's what in a complicated challenge.

Alternatively, you can use index cards that you arrange on the table. Even better is a whiteboard or a wall with sticky notes representing individual steps within challenges. Snap a picture with your camera phone and refer to it when you flesh out each individual challenge. These techniques become even more helpful when the heroes go in a direction you didn't anticipate, and you're making up a challenge on the fly.

You can use linked challenges to create dynamic scenes where the action moves from place to place. You can tie challenges to different locations, moving the action as heroes resolve a challenge that unlocks one or more challenges.

You can also associate adding scene elements to a scene as new challenges are introduced. For example, you can add minions to the scene when a new challenge unlocks, requiring the heroes to deal with the new challenge and the additional threat.

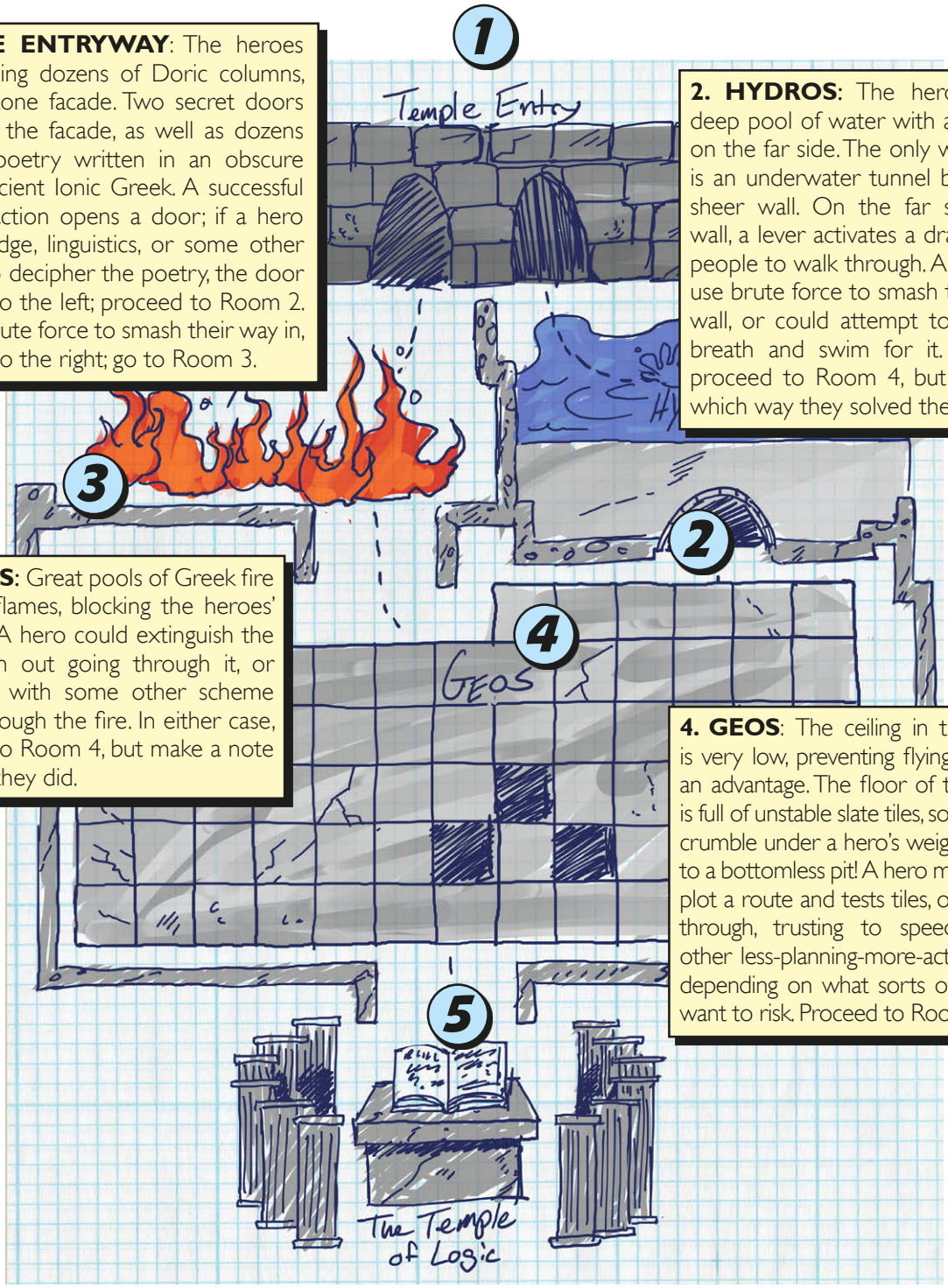
From ambushes to chases, from exploring derelict spaceships to dismantling a doomsday device whose components are distributed over a large area, you can harness challenges to create the wildest dynamic scenes with interesting interactions and twists..

EXAMPLE

An ancient Olympian temple deep in the mountains of Thessaly contains the Tome of Aristotle — a key to unlocking fantastic mentalist powers. The heroes must get the book before the villain gets their hands on it!

Getting to the center of the temple requires Overcoming a series of challenges linked together to represent the likely paths the heroes might take; each chamber in the temple represents one stage in the challenge. A single hero should attempt an Overcome roll, which gets the entire team of heroes through. The challenge that follows is determined by how the hero Overcomes that challenge. Start in the Temple Entry.

1. TEMPLE ENTRYWAY: The heroes walk in, passing dozens of Doric columns, to a huge stone facade. Two secret doors are hewn in the facade, as well as dozens of lines of poetry written in an obscure dialect of ancient Ionic Greek. A successful Overcome action opens a door; if a hero uses knowledge, linguistics, or some other academics to decipher the poetry, the door slides open to the left; proceed to Room 2. If they use brute force to smash their way in, it falls open to the right; go to Room 3.



2. HYDROS: The heroes face a deep pool of water with a sheer wall on the far side. The only way through is an underwater tunnel beneath the sheer wall. On the far side of the wall, a lever activates a drain to allow people to walk through. A hero could use brute force to smash through the wall, or could attempt to hold their breath and swim for it. Regardless, proceed to Room 4, but remember which way they solved the problem.

3. PYROS: Great pools of Greek fire erupt in flames, blocking the heroes' progress. A hero could extinguish the fire, tough out going through it, or come up with some other scheme to get through the fire. In either case, proceed to Room 4, but make a note of which they did.

4. GEOS: The ceiling in this chamber is very low, preventing flying from being an advantage. The floor of the chamber is full of unstable slate tiles, some of which crumble under a hero's weight and open to a bottomless pit! A hero might carefully plot a route and tests tiles, or might rush through, trusting to speed or some other less-planning-more-action method, depending on what sorts of twists they want to risk. Proceed to Room 5.

5. THE TEMPLE OF LOGIC: The Tome of Aristotle rests on a pedestal in the center of this large chamber. A dozen Doric columns, 30 feet tall, surround the pedestal in a 60 foot wide circle. What they face here depends on how they solved the previous problems.

If they smashed their way through more often, the Temple figures that a labyrinth might stymie the heroes. The way through the Temple of Logic to the pedestal is through a stone maze, with twists and turns and dead ends. (H) Overcome actions are necessary to complete the labyrinth; the suggested twist is checking a space on the scene tracker as the heroes struggle to find their way.

If they used cleverness more often, the Temple assumes that action is their weak point, and presents clockwork defenders to combat the heroes:

(H) always equals the number of heroes in a scene.

Bronze Age Warriors
6 Minion (1 per Hero)

Description
These are bronze statues of Athenian hoplites, each carrying round shields and spears. They lurch to life and attack the heroes.

Ability
Phalanx: While there are at least two Warriors active in the scene, they get +2 to their save rolls.

Minotaur
8 Lieutenant

Description
Ten feet tall, this monster has the head of a bull and the body of a muscular wrestler.

Ability
Pankration: The Minotaur gains a +1 to Hinders made by grappling.

Be aware that the scene tracker keeps ticking while the heroes play out the scene. If you want to play a drawn out scene with lots of branches that can lead to several additional challenges, you should consider adding clearly defined ways to allow pushing the tracker back.

For example, if you set up a scene with several linked challenges, you might decide to add a few optional side challenges the outcome of which could pull back the scene tracker by a tick or two.

In the same way, be careful of attrition of the heroes' Health. Try to avoid scenes that feature extensive combat where more bad guys show up just as the heroes move from one challenge to the next, unless you give the heroes a way to rest.

Additional Challenge Design Guidelines

Challenges are meant to represent something that requires the heroes to perform feats of heroism and daring in the nick of time. They also represent moments when tension runs high with key NPCs and where there's a lot at stake in the story. When preparing a story, go for challenges that would create great panels in a comic book. That's always a good guideline to follow.

If there are no threats or impetus to act rapidly, like pushing a car away before an oncoming train rams it, or having to convince a CEO to allow access to the company's lunar base before it's taken over by aliens, no actual dice rolls should be required. In such cases, consider setting up an informal social scene (pages 169-170) to explore how heroes are dealing with their environment. Often, you'll find opportunities in gameplay for a challenge you hadn't thought about beforehand. Feel free to try out an impromptu challenge to get the action moving.

Lastly, try to avoid creating "locked door" challenges that require solving to move the story forward. If a story comes to a stop when a challenge is failed and other Overcome actions are required before the story can move again, pacing is affected and everyone can feel the "wall." Consider using branching challenges instead, where one thing happens if the challenge is overcome, and something else happens if it's failed.

Doomsday Devices

Doomsday devices are a specific kind of challenge that are the ultimate tool of villains attempting to bring about apocalyptic level events in the heroes' world. They're usually quite complicated and, true to tradition, fairly obvious contraptions whose appearance in a story tends to foreshadow their dire purpose.

Their very nature and likely impact they bring to the game make doomsday devices natural set pieces to bring epic stories to their conclusions. On the flip side, they shouldn't be so common as to become clichéd and expected by the players whenever they reach the villain's hideout.

Doomsday devices are basically challenges that require multiple successes, with two major differences: the scale of their effect when they're triggered and how they're handled in the action scene turn order.

Doomsday Isn't Just a Fancy Term

The sheer scale of consequences inflicted on the game's setting if a doomsday device is triggered should be orders of magnitude above and beyond any other types of challenges heroes have faced in any given issue or collection. These are things the heroes must stop at all costs.

When you create a doomsday device, you want to come up with catastrophic outcomes that, while not putting an end to the game, would have profound and lasting effects. The aftermath of a successfully triggered doomsday device should have consequences that can change the very nature of your game's world, themes, and even tone…

…which is why you should make sure you design such a challenge with plenty of opportunities for heroes to succeed at disarming it.

EXAMPLE

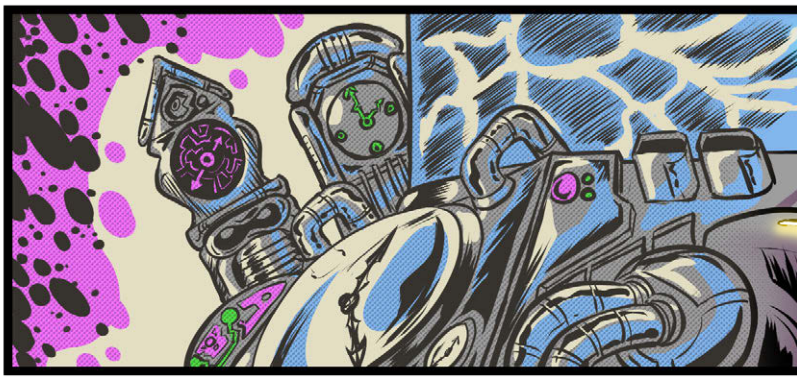
Jennifer centers a story arc around a villain of her own invention: the Chrono Bomber, a time-traveling explosives expert who detonates his devices not just everywhere, but everywhen, which disturbs timelines all across the Multiverse.

She anticipates that in the ultimate issue, he will try to detonate a device that could wipe out a large part of Megalopolis. She decides that finding his location at the exact time before he triggers the bomb and escapes into another timeline should be modeled as a doomsday device.

Jennifer sets the scale of the "device" to cover many city blocks of Megalopolis; if triggered, it would cause thousands of casualties and extensive damage to the city and severe social consequences for the heroes to deal with.

At this point, she hasn't settled on the specifics of Chrono Bomber's device, but she knows that she'll set the scene as a series of linked challenges leading to the capture of the villain and the deactivation or nullification of the bomb. (If they succeed!)

She calls the device/event "The Chrono Blockbuster" and sets it aside to work on its details when she's developed more elements of her story.



The following list showcases possible outcomes of successfully triggered doomsday devices:

- Mass extinction (Specific or indiscriminate)
- Massive destruction (Cities, dams, stars, etc.)
- Large scale mind control
- Ecological disaster
- Geopolitical upheaval (Wars, global pandemics, targeted assassinations, etc.)
- Erased from time and/or space (by time travel, parallel universe, etc.)
- Reality bending (new laws of physics or magic)

Once you pick an outcome, you decide on the scale of the device's impact, from local (like a major city's downtown) to stellar or beyond. If you want to create a device that rips a hole in reality and lets in What Dreams Between the Stars, you can! As long as the heroes can find a way to disable it.

But to be safe, take notes as to how the game could go forward if the heroes fail to save the day.

The Doomsday Instruction Manual

The second big difference between doomsday devices and other types of challenges is they take turns in the action order. During their turn they advance the scene tracker. This means that the scene tracker moves forward at least twice in the turn: on the environment's turn as usual and during the device's turn. Yikes!

You set the "speed" at which it does that. You can decide to have it advance the tracker by one or two spaces. You can even decide to have the tracker advance to the beginning or the end of the next color. The more aggressive a device is during its turn, the more dangerous it is. Take this into account when designing your own.

You can grant a doomsday device abilities and twists (minor and major) on top of moving the scene tracker forward. Feel free to tap into the mechanics for all scene elements presented in this chapter for inspiration, as well as the guidelines for creating your own twists on pages 200-203.



EXAMPLE

When Jennifer returns to work on the Chrono Blockbuster, she envisions that, as heroes meddle with Chrono Bomber's plans, he'd react by changing details here and there in the timelines, which in turns changes where, when, and how the device will unleash its deadly payload. She wants to minimize having heroes do any sort of time travel to keep things manageable at the table, but she wants players to feel the effects of a villain who plays with time.

She sets her scene in Megalopolis in the general vicinity of where the bomb will be and creates a series of linked challenges. She starts with two independent sub-challenges that unlock two more when they are both resolved. She ends up with:

THE CHRONO BLOCKBUSTER, PART 1

DESCRIPTION

An enormous bomb that could raze many city blocks. Its precise location and time of activation changes as Chrono Bomber jumps through time in reaction to the heroes' meddling.

ACTION

Through the use of investigation, science, and exotic methods of divination, the heroes must try to pinpoint both the exact location and time that Chrono Bomber will set up and trigger the timer on his bomb in this timeline, in spite of the villain's meddling with the timestream.

Triggered: If the bomb explodes. It levels several blocks of the city, causing thousands of casualties and hundreds of millions of dollars in damage.

RESOLUTION

☐ Find the exact location of the bomb

THE CHRONO BLOCKBUSTER, PART 2

DESCRIPTION

They must also disable the bomb, which includes a few "time glitches" that change its configuration as the heroes work on it, turning what would ordinarily be a straightforward task into a 3-step challenge

RESOLUTION

☐☐☐ Disable the Bomb

OUTCOME

Satisfied with her device, Jennifer makes a note to flesh out the scene with various side challenges, minions, and threats to complement the dangers of the Blockbuster.

THE CHRONO BOMBER, PART 1

DESCRIPTION

Once both challenges are resolved, the heroes must use all means necessary to prevent Chrono Bomber from "popping out of time" again so he doesn't unleash his scheme in another timeline.

RESOLUTION

☐☐ Prevent Chrono Bomber from leaving this timeline

☐☐☐ Challenge Timer

Triggered: Chrono Bomber flees into another timeline, making good his escape

THE CHRONO BOMBER, PART 2

DESCRIPTION

With the Chrono Bomber "stuck" to this timeline, the heroes follow his temporal signature to where and when in the timeline he's planting his bomb.

RESOLUTION

☐☐ Find the exact time Chrono Bomber will set up the bomb

TWISTS

Suggested Minor Twist: Muddled timelines apply a -2 penalty to the next Overcome action roll to be made by heroes.

Suggested Major Twist: Chrono Bomber reacts, advancing the scene tracker by one space.

Creating Twists

Twists are unexpected curveballs put into the story, generally as a result of an Overcome action. A basic list of twist examples is on page 30, and each hero has twist suggestions on their hero sheet based on their principles.

Here are some more examples to work off of when making your own pre-made twists.

Twist Effects

The following are effects associated with twists:

- Bring a story consequence to the forefront
- Create a story complication for later
- Hinder one or more targets
- Boost one or more targets (usually enemies)
- Damage one or more targets (usually allies)
- Defend one or more targets (usually enemies)
- Bring in threats (hostile or neutral)
- Create a challenge
- Advance the scene tracker
- A combination of 2 (or more) of the above

Let's break those down a bit.

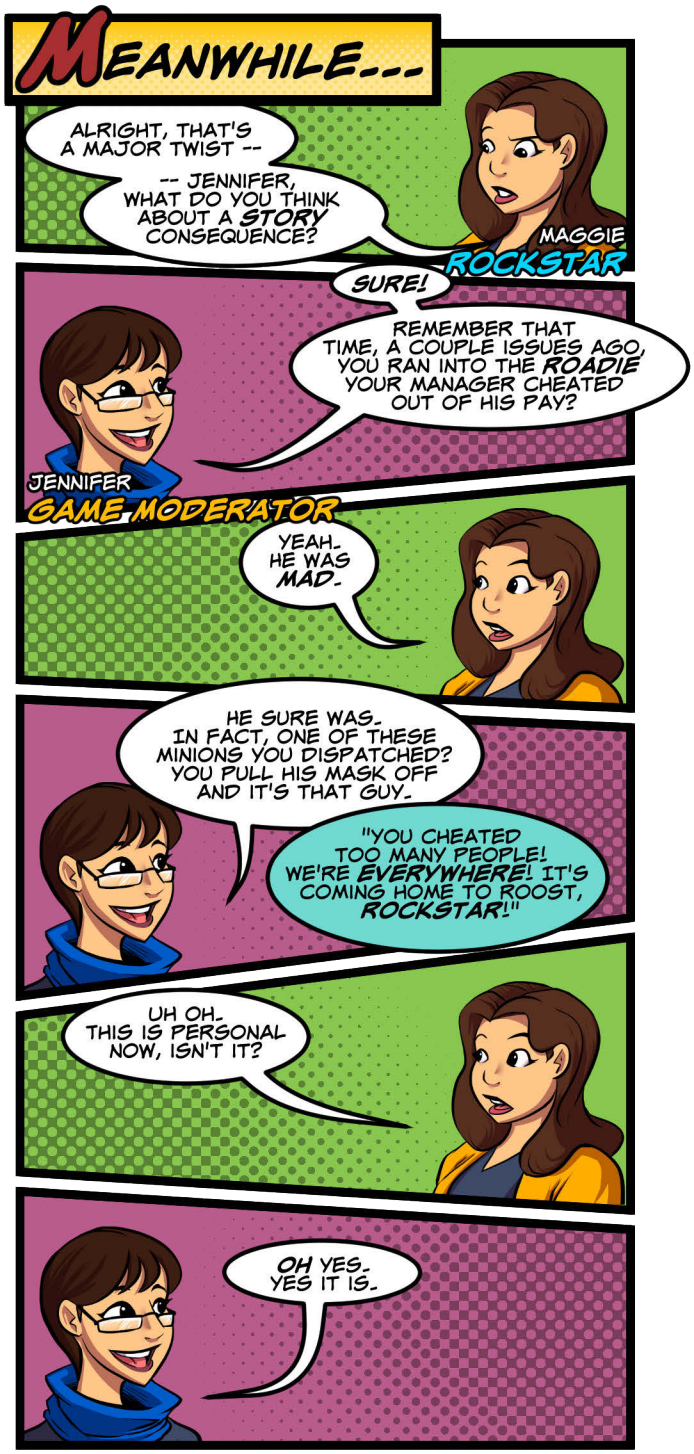
Bring a Story Consequence to the Forefront

All actions can have consequences. If a player chooses not to use one of the twists associated with the hero's principles, you can still create a story twist by asking them to answer a revealing question about a hero's backstory. Alternatively, if you kept track of previous story twists, you can bring it back to bear on the situation.

Rather than being an immediate problem, you can use story consequence minor twists to bring up problems the hero doesn't have to deal right away, but should still be cause for concern. Major twists based on story can bring imminent and game-changing complications to bear, either from revelations exposed by the hero or secrets from the past cropping up at the worst possible time.

Here are some examples. The heroes…

- must make a difficult choice
- must bargain something away
- fall into a trap
- are separated from each other
- must sacrifice something important
- are in danger of revealing their identity
- discover they were wrong about an ally





Create a Story Complication for Later

You can come up with a story complication that occurs somewhere else or that doesn't have an obvious impact in the current scene; it will come to bear in later scenes. To do so, pause for a brief "Meanwhile" moment and describe something that happens either here or somewhere else that has future consequences on the hero(es).

Here are some examples. Meanwhile…

- a villain discovers your treasured secret
- one of your resources is in danger
- a trusted ally contemplates betrayal
- a kid stumbles across the entrance to your base
- you miss an important life event
- a reporter learns your embarrassing weakness
- someone watches from unseen cameras
- old foes of yours make an alliance
- an enemy progresses their plot
- someone sabotages your vehicle

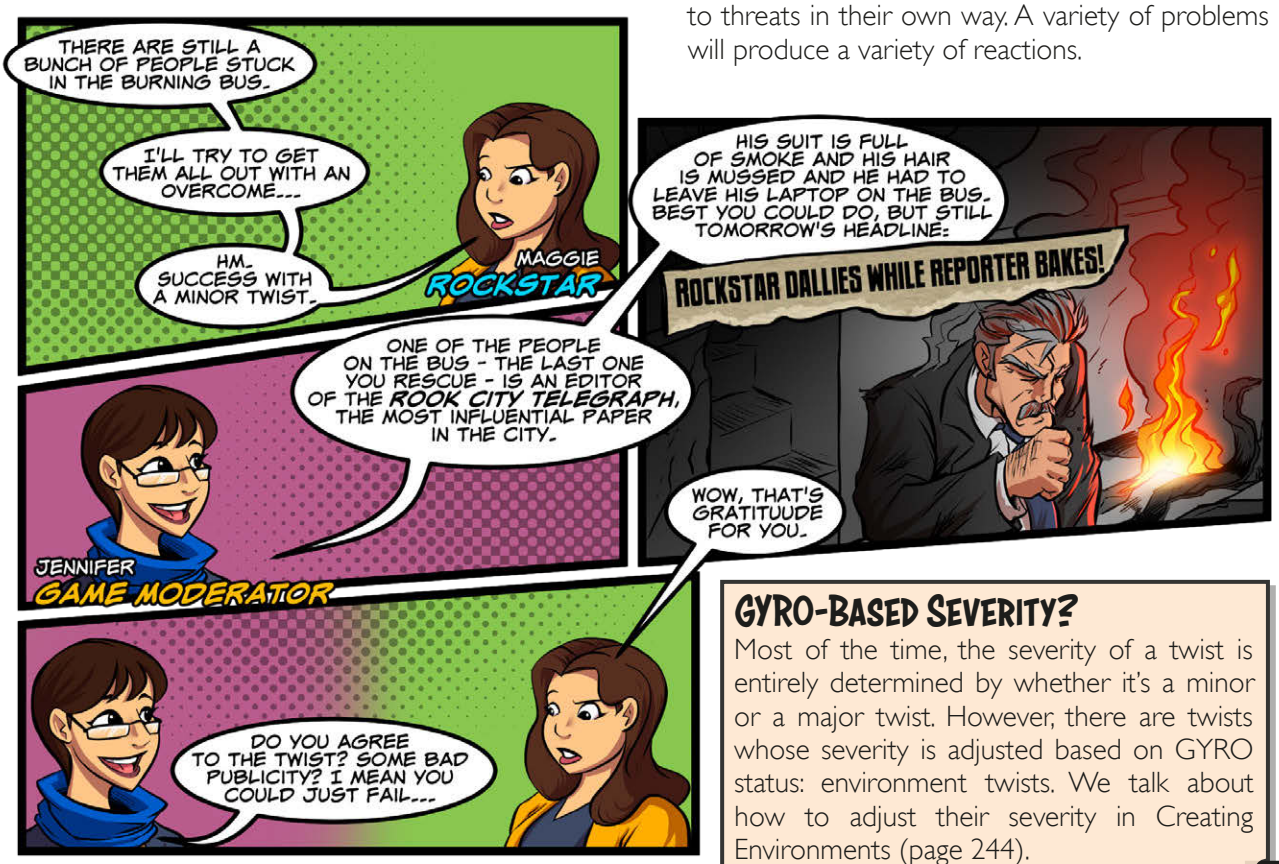
These complications can be directly related to the action going on right now in the scene, as in the above example, or they can be (or at least seem) unrelated. Remember, these are comic book stories, it never hurts to drop some hints about a future arc. The players might have a hint as to what's coming, but that doesn't mean their heroes do, which adds to the tension of their adventures.

The danger created by the twist can range from things that directly impact the hero's life today to hints towards issues that won't be fully realized for years. But, one way or another, they need to add some sort of complication to the hero's story, at least by increasing the tension felt by the players.

Additionally, the complications should fit with the severity of the twist. Minor twists don't tend to have long term consequences, but a major twist can blow up in a hero's face unless they do something about it. This might require some proactive measures on the heroes' part. Make sure they know they can request a scene, a mission, even a whole issue to deal with things like this.

In the illustrated example below, the twist offered by the GM doesn't negatively impact the scene or deal any damage or create any immediate complications. However, it's clear that the negative press Rockstar risks has a good chance of creating further problems for the character down the road, even potentially setting up an ongoing antagonistic relationship with this reporter.

Depending on how the heroes choose to engage with the twists, some minor twists which seemed inconsequential might end up throwing a wrench into everyone's plans, while occasional major twists might not be as big of a deal as they seemed. Don't worry too much about this — everyone responds to threats in their own way. A variety of problems will produce a variety of reactions.



GYRO-Based Severity?

Most of the time, the severity of a twist is entirely determined by whether it's a minor or a major twist. However, there are twists whose severity is adjusted based on GYRO status: environment twists. We talk about how to adjust their severity in Creating Environments (page 244).

Hinder one or more targets

Something goes wrong that interferes with one or more hero's capacity to act in the scene. The source of that impediment should be related to the action that called the twist into play. Sprained joints, equipment going on the fritz, sensors going awry, billowing smoke; it's usually easy to come up with a source for a penalty. Remember to use the character's dice pool for Hinder actions.

Minor Twists

- Inflict a penalty on a hero based on the Max die.
- Inflict a persistent and exclusive penalty on a hero based on the Min die.
- A hero temporarily loses access to one of their Green abilities.
- One of the hero's powers or qualities is temporarily reduced in die size.

Major Twists

- Inflict a penalty on a hero based on the Max+Min dice, and that penalty is persistent and exclusive.
- Inflict a penalty on all heroes in the same location based on the hero's Max die.
- A hero temporarily loses access to a number of their abilities.
- The hero temporarily loses access to one or more of their powers or qualities.

Boost one or more targets (usually enemies)

In some cases you may want the twist to benefit the hero's enemies. This is especially interesting when the heroes are having an easy time dealing with the opposition. A bonus for the bad guys stands a good chance of evening the odds. Examples of bonuses could be Tracked, Bugged, Coordinated Assault, Adaptive Battle Plans, etc.

Minor Twists

- Grant a bonus to a villain or group of minions/ lieutenants based on the Max die.
- Grant a persistent and exclusive bonus to a villain or group of minions or lieutenants based on the Min die.
- Upgrade a villain's power or quality die temporarily.

Major Twist

- Grant a bonus to a villain or group of minions or lieutenants based on the Max+Min dice, and that bonus is persistent and exclusive.
- Grant a bonus to all villains or minions or lieutenants based on the hero's Max die.
- Upgrade all of a villain's power or quality dice temporarily.

Damage one or more targets (usually allies)

Something from the environment, location, or hostile forces causes a certain amount of damage as the hero Overcomes a particular challenge. This can even be as a result of a hero losing control of their powers or firing wildly with a weapon. You can decide what type of damage is dealt based on the situation, but it's fine to keep it untyped. Damage types are only important when there is context and consequence or reaction for the type.

Minor Twists

- Deal damage to a hero based on the Mid die.
- Deal damage to all heroes in the same location based on the Min die.

Major Twist

- Deal damage to a hero based on the Max+Min dice.
- Deal damage to all heroes in the same location based on the Mid die.
- Deal damage to all characters (heroes, minions, bystanders, etc.) in the scene based on the Mid die.

Defend one or more targets (usually enemies)

In some cases, a hero's actions could protect one or more enemies from damage. For example, if Muse used some form of psychokinetic protection field to resolve a challenge, she could find herself overextended, accidentally providing a transient force field for the nearest villain. Or if Bunker brought down a structure with his RIOT Cannon, the resulting smoke and rubble could provide impromptu cover for enterprising villains.

Minor Twists

- Defend a nearby villain or single minion or lieutenant with the Max die.

Major Twists

- Defend a nearby villain or single minion or lieutenant with the Mid+Max dice.
- Defend all nearby enemies with the Max die.

Add Threats (Hostile or Neutral)

You can use twists to add pre-made or created on the fly threats to a scene. This is another mechanism useful for bumping up a scene's difficulty or complexity if heroes are breezing through it, or if some players are aching for more action. Don't feel the need to artificially extend a scene, though. Sometimes, it's better to let them have an easy win and then move on to a tougher challenge in a later scene.



Determine how many threats you bring in. A good rule of thumb is to add a quantity of a threat equal to the Min die when a minor twist occurs, and a quantity equal to the Mid die for a major twist, but use your judgment as a GM.

For example, if the heroes have invaded the secret base of a villain, they may trigger a secret alarm that brings more guards into the fray, depending on the dice rolled by the player attempting to Overcome that particular challenge.

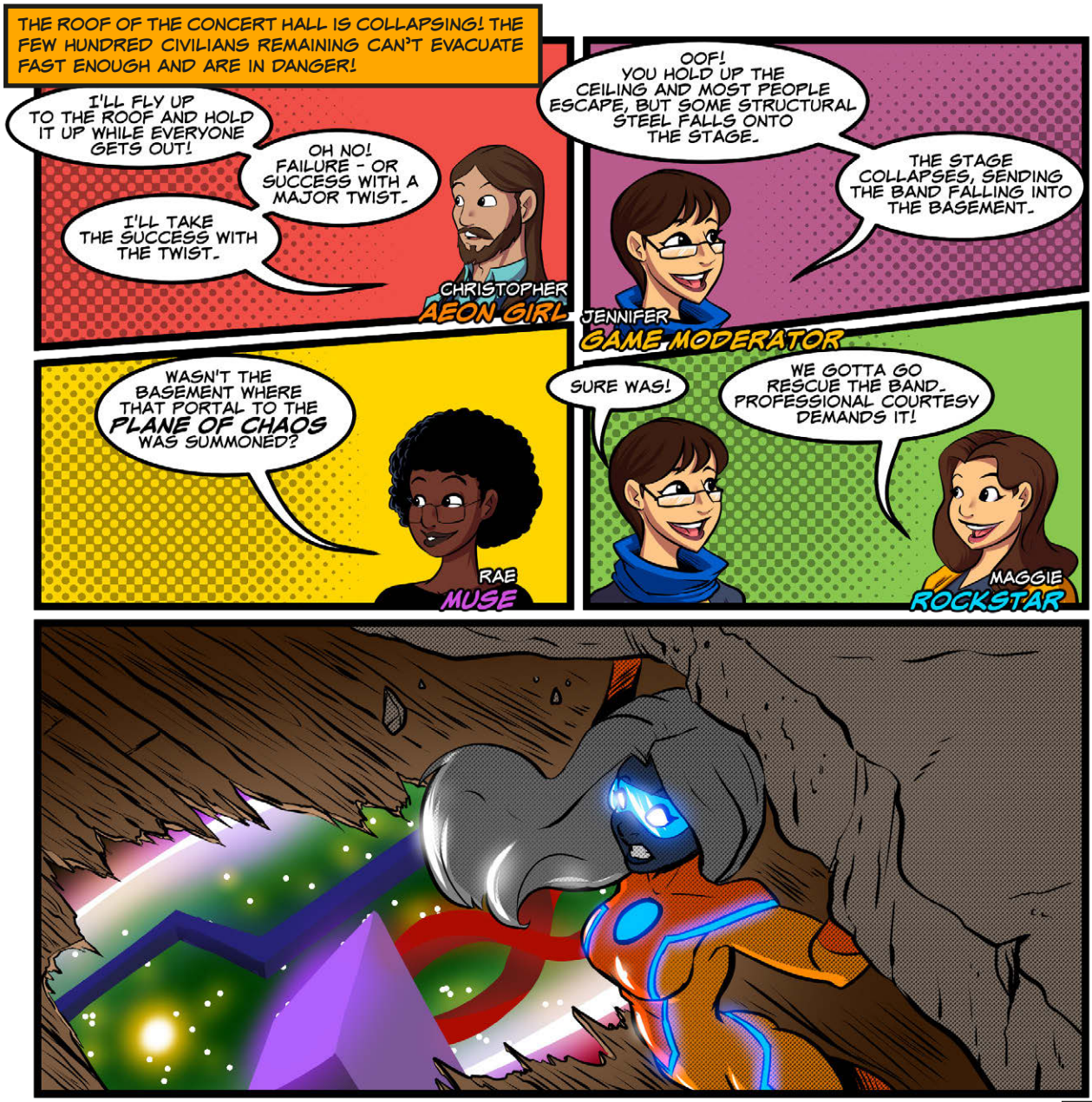
Create a Challenge

Sometimes, when heroes try to fix a problem, they end up creating another one. Feel free to piggyback on what a hero has just accomplished to bring in another challenge.

Just make sure that you frame the new challenge in such a way that it doesn't invalidate the success obtained by resolving the original one. Any twist, either minor or major, will never invalidate the hero's success. Twists add wrinkles or costs to success; they don't take away successes entirely.

A Combination of Twist Elements

If you want to create more complex twists or want to beef up a major twist to create a memorable moment at the table, feel free to combine two or more of the above types of twists. This is especially interesting when you mix story twists with mechanical ones in action scenes. Feel free to use the dice the heroes used in various ways, such as a Hinder with the Max die while also adding minions equal to the value of the Min die.



Creating Minions and Lieutenants

Minions, at their simplest expression, are direct, low-powered threats that chip away at the heroes' Health during an action scene. But minion rules are flexible, so they can represent much more than mere humanoid followers of villainous tyrants. While mechanically simple, minions and lieutenants can be used to represent a wide variety of threats, ranging from the simplest masked bank robber to a starfaring starcruiser piloted by alien forces.

Lieutenants are similar to minions, but represent more complex opposition. We talk about creating lieutenants on page 207.

Creating Minions

The process of creating minions is all about designing credible but relatively minor threats that fit your story. It's a simple process that you can do on the fly when needed, or use any of the minions provided in Chapter 7. However, given time in advance for planning and preparation, you can create more complex minions to custom fit your scenes and stories.

The following guidelines can help you make unique, fun minions for your game's heroes to fight.

Build minions using these steps:

- Name your minion and establish its concept.
- Attribute a die to establish its power.
- Add a short description to define who or what it is and what it can do.
- **Optional:** Add special abilities to make it stand out.
- **Optional:** Write a short tactics section if you want a reminder when running them.

Hexed Villagers

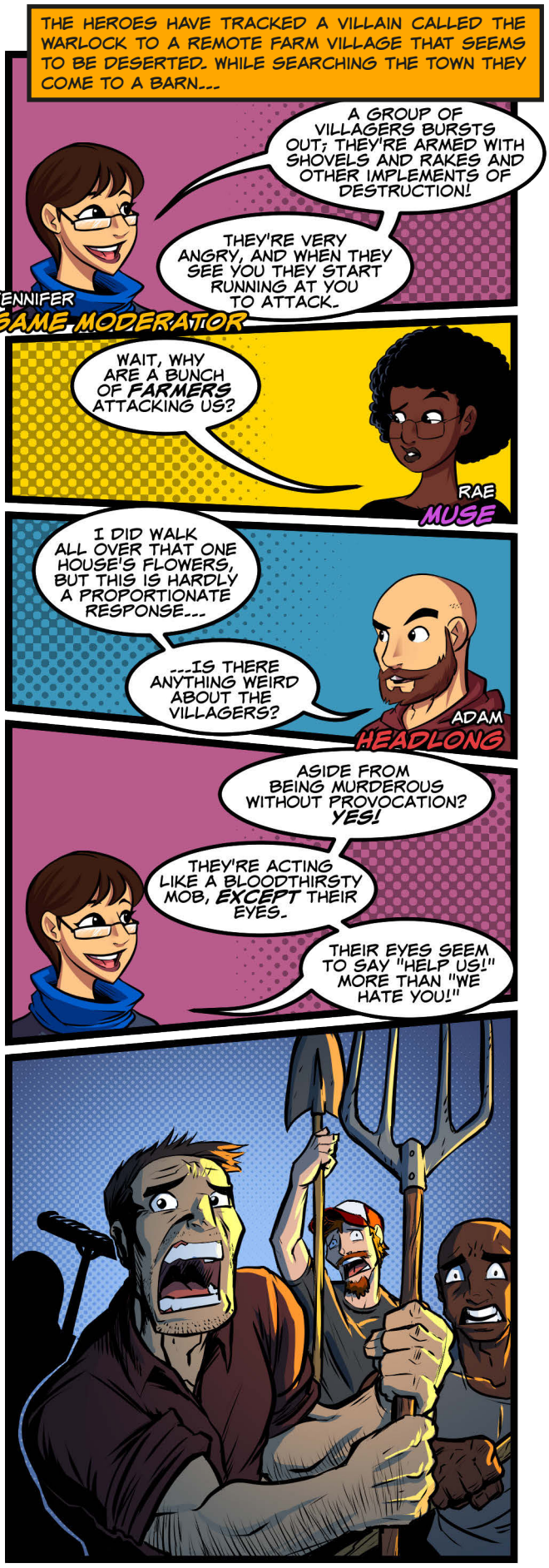
6 Minion (1 per Hero)

Description

Farmers and townsfolk, cursed into mindless violence

Tactics

Hexed: They attack any uncursed person they meet.



Let's look at creating minions more closely:

Name your Minion

In the world of super-powered heroes and villains, names have power. Naming the minion you're creating requires you to visualize who and what it's capable of before you go into the nitty gritty of establishing its game stats. When you think about an armored laserbot, do you envision a humanoid, military-grade robot minion equipped with a powerful ranged weapon or do you see some kind of dog-sized critter with laser-eyes?

Minion Die Size

Now that you have a pretty good idea of what your minion's about, set the size of its ability die. If you're creating minions to use them for just one scene, you may refer to the Scene Element Difficulty quick reference chart found on page 186 to determine their die sizes.

The chart below provides a few inspirations.

Minions with high ability dice become rapidly dangerous in high numbers. If you want more specialized, capable minions in your scenes without risking wiping out a whole super team, you should consider giving them abilities in the form of bonuses for specific actions or save rolls rather than giving them a higher ability die. We'll get to those soon.

Describe the Minion

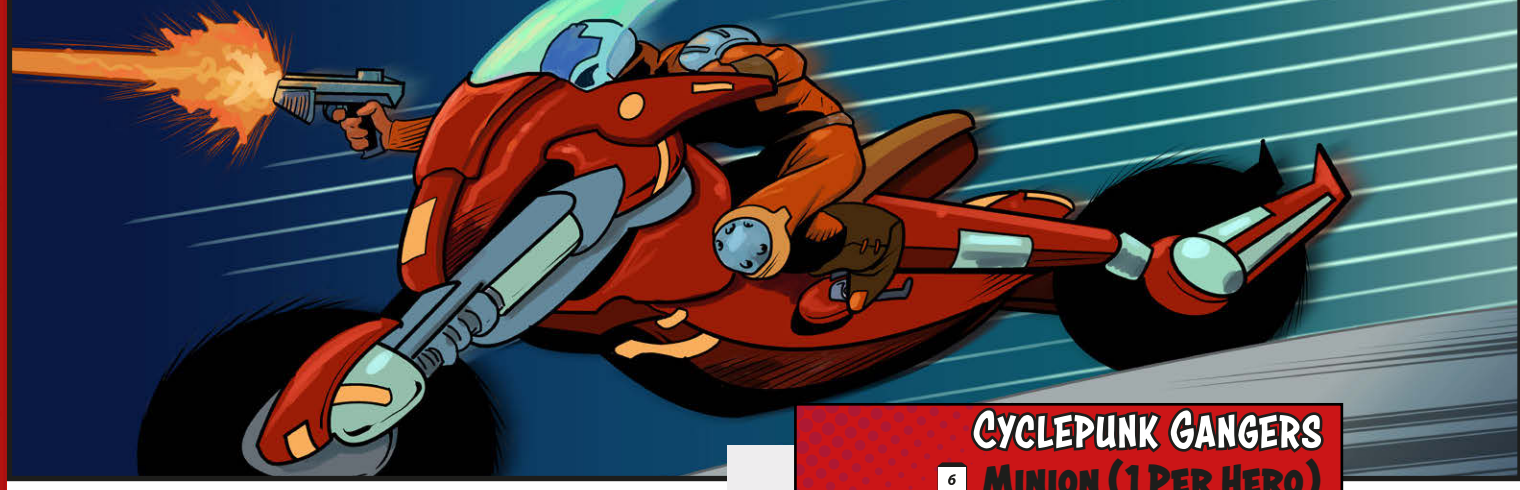
The description you give to your minion should outline its capabilities and how it can act as a threat to heroes. This is where you jot down if it can attack heroes at range or in melee, if their attack form is physical or some form of energy (you don't have to go into detail, it's mostly for flavor).

In your home games, you can be as concise as you want or even not give them a description at all if you know perfectly well what they are. In published issues, we prefer to play it safe and add in sufficient detail and context.

Examples of Minions per Die Size



Minion Die Size	Examples
4	Damaged bots, panicked mob, rat swarms, untrained humans, ravenous guppies
6	Armed thugs, police officers, security guards, street fighters, piranhas
8	Cyborg guards, ninjas, professional soldiers, raptors, sharks
10	Battle-armored soldiers, elite assassins, elite cyborg commandos, laser sharks
12	Armored infantry carriers, enraged t-rexes, gunships, megalodons



Cyclepunk Gangers

6 Minion (1 per Hero)

Description

Hooked directly into their cybercycles, they terrorize Tokyo's streets and cause mayhem. The cycles are equipped with pulse canons and the drivers all pack pulse-pistols.

Ability

Live for the Road: Move to any street location in the scene without having to spend an action.

Tactics

They stick to the busiest streets, weaving between cars and trucks and doing crazy aerial stunts at blinding speeds.

Remote Control Rocket Pod Drones

10 Minion (1 per Hero)

Description

Military-grade remote controlled flying drones armed with several rocket pods. They can hover and are highly maneuverable.

Ability

Aerial Superiority: The drones get a +2 bonus to any action against a flying enemy.

High Flying: The drones get +2 when saving against an Attack from a ground-based enemy.

Tactics

These drones focus on flying heroes, trying to bring them down to obtain air superiority.

Adding Abilities

You don't need to give minions any abilities. Most times, minions have a very simple role to play: deal damage and get pummeled. However, minions can have one or more abilities that make them stand out or create some synergy with their allies in a scene.

If you decide to give them abilities, a rule of thumb is to give one, or possibly two. The following list provides the most common types of game effects you can use to create your own abilities.

- A situational bonus to any one of the basic actions if certain conditions are met
- A bonus to Boost actions targeting an ally in the same location
- A bonus to Hinder actions targeting an enemy
- A bonus to Defend actions targeting one ally
- A bonus to damage
- A bonus to save
- The possibility to Attack an additional target (usually with a penalty)
- The capacity to move from one location to the next without spending an action
- The capacity to sacrifice itself to:
  - Prevent a villain from taking damage from one specific source
  - Attack all of the enemies in the same location (at a penalty)
  - Apply a bonus to all allies in the same location
  - Apply a penalty to all enemies in the same location in the environment
  - Recover a villain's Health by value of die roll
  - Bring an environment threat or twist into play
  - Divide itself in minions of smaller die size

When giving bonuses or penalties to minion abilities, use 2 as the most common value, keeping all of them in the range of 1 to 3.

Minion Tactics

This is something you're more likely to see in published issues, but if you prepare your games well in advance and have an impressive number of homegrown minions at your disposal, you might want to jot down how they usually act in action scenes. A sentence or two is usually quite enough.

Creating Lieutenants

Lieutenants are similar to minions in that they are represented by a single die, but they are harder to knock out in combat, and also have more and better special abilities than minions. Lieutenants can be used to represent such foes as the most powerful followers of a villain — including superpowered underlings — but they can also represent all kinds of fearsome monsters such as large dinosaurs, terrifying engines of war, or highly-armored threats, like a heavily-plated tractor rig covered with gun nests and flamethrowers.

You create lieutenants by following the same steps for creating standard minions, but with some notable differences:

Name Your Lieutenant

Lieutenants aren't necessarily individual people, but they tend to be unique or at least special in some way. Give your lieutenant an evocative name to instill fear in the hearts of the heroes. For individuals, give them a full name and possibly some sort of title, like: "Ember Shadow, Ninja Queen", "Admiral Zrill, Ur-Commander of the 17th Galactic Fleet", or "XL78, Rogue Warbot."

Lieutenant Die Size

Lieutenants are most commonly ranked from d8 to d12. Their die represents how massive, armored, or skillful they are. Remember that lieutenants are considerably more hardy than their basic minion counterparts since they don't degrade a die size when they successfully save against an Attack.

d6 Lieutenants are more rare, but could be used in a circumstance where the threat, while not being terribly deadly, is hard to defeat and keeps coming back for more, such as a swarm of insects crawling out from the sewer.

Massive Scaled Opponents

Lieutenants aren't bound by any specific size scale, although they should be threats that heroes can realistically deal with in an action scene. If you want heroes to face truly colossal foes (like skyscraper-sized statues or a sentient, flying island) consider representing them as a combination of an environment to represent its action, several challenges to "beat it", and some threats that strive to prevent heroes from defeating it.

Adding Abilities

Lieutenants should have one or more abilities to flesh them out. You can refer to the standard minion's list of suggested abilities or create your own based on the following:

- A bonus to two or more basic actions if certain conditions are met
- A bonus to Boost actions
- Target multiple allies in the same location with one Boost action
- A bonus to Hinder actions
- Target multiple enemies in the same location with one Hinder action
- A bonus to Defend actions
- Target multiple allies in the same location with one Defend action
- Attack or Defend a target AND Boost an ally with the same die roll
- Attack or Defend a target AND Hinder an enemy with the same die roll
- A special action:
  - Create a number of standard minions based on die roll
  - Recover a villain's Health by value of die roll
  - Bring an environment threat or twist into play
  - Bring a hero to another location
- The capacity to sacrifice itself to:
  - Let a villain escape
  - Let a villain take an action during a lieutenant's turn
  - Advance the scene tracker by one space

EXAMPLE

Jennifer expects the heroes to confront Proletariat and his team Perestroika at a repurposed Russian bunker in Siberia. She thinks about what would be at a mothballed Soviet era military base, and decides that some tanks would be believable. She doesn't want to spend too much time, so she just jots down:

Soviet-Era Battle Tanks — d10 d10 d10 **Lieutenant**

Description
It's an older tank, but it checks out.

Ability
Spreadfire: It can use its machine gun to Attack a second enemy each turn.

Creating Villains

Creating villains sits in between creating heroes and creating all the other scene elements we've covered so far. Like heroes, villains have powers, qualities, a status die (though a villain's status often works differently than heroes), Health, and abilities. A villain is considered "minor" if just using their base stats, such as when making a minor appearance, working in a team with other villains, or not intended for prolonged combat. A full villain has the same stats, plus one or more upgrades that increase the villain's effectiveness versus an entire team of heroes.

The Process

- Come up with a concept
- Choose a villain's approach on pages 208-219: a villain's core stats, plus how they enact their villainous goals when confronting the heroes
- Assign powers using the list on page 47
- Assign qualities using the list on page 47
- Assign abilities from their approach
- Choose a villain's archetype on pages 220-234: the general method of how they operate as a villain, what drives them, and what they care about in an action scene
- Gain status dice from their archetype
- Assign abilities from their archetype
- Add upgrades on pages 235-238 **(optional)**
- Add a villainous mastery on page 238 **(optional)**
- Determine Health total on page 239 by adding up the values from their approach, archetype, (H) **times 5**, and any upgrades
- Add finishing touches

Not One True Build of a Villain

Just like the characteristics used in hero creation (Chapter 3), there are lots of different ways to build villains in Sentinel Comics. Just because we've built villains in The Archives (Chapter 7) using certain approaches and archetypes, doesn't mean that those same villains couldn't be represented in other ways. The approaches and archetypes aren't restrictions so much as guidelines to help you build the villain you need for the story you're telling. If you have a recurring villain that changes what they do over their various appearances, feel free to change out their approach and archetype as needed.

Concept

Just who is this villain you're making for your game? Is she a brilliant inventor, greedy for power, with an array of bizarre robotic followers? Or is he a demented mind-burglar who seeks to turn the heroes against each other? Or are they some unknowable foe who sews chaos and destruction, but to what end? These are the sorts of seeds that can grow into a complete villain over this process. Don't be afraid to let your concept shift throughout the creation process, altering your villain's story to fit the mechanics or scenes you're building.

Villain Approaches

A villain's approach informs how they accomplish their goals. Villain approaches give them powers and qualities, as well as abilities that wield those powers and qualities in an action scene. Choose one of the approaches on the chart for your villain.

Each villain gets a d8 roleplaying quality, just like heroes do! See Chapter 3, page 121 for more info.

Villain Approaches Quick Reference

Name	Powers	Qualities	Health	Page
Adaptive	d10 d8 d8 6 **Suggested:** Power Suit, Robotics, Shapeshifting, Size-Changing	d10 d8 d8 and d8 roleplaying quality **Suggested:** Creativity, Science, Self-Discipline, Technology	15	210
Ancient	d12 d10 d10 d8 **Suggested:** Cosmic, Infernal, Presence, Vitality	d12 d12 d10 d8 and d8 roleplaying quality **Suggested:** History, Insight, Magical Lore, Otherworldly Mythos	30	210
Bully	d10 d8 d8 **Suggested:** Fire, Presence, Strength, Vitality	d8 d8 and d8 roleplaying quality **Suggested:** Criminal Underworld Info, Close Combat, Fitness, Imposing	25	211

Name	Powers	Qualities	Health	Page
Creator	**Suggested:** Elemental/Energy powers, Materials powers, Robotics	and roleplaying quality **Suggested:** Creativity, Leadership, Magical Lore, Technology	15	212
Dampening	**Suggested:** Cosmic, Suggestion, Transmutation	and roleplaying quality **Suggested:** Banter, Medicine, Science, Self-Discipline	25	212
Disruptive	**Suggested:** Elemental/Energy, Illusions, Suggestion, Transmutation	and roleplaying quality **Suggested:** Alertness, Insight, Persuasion, Ranged Combat	20	213
Focused	**Suggested:** Elemental/Energy powers, Materials powers	and roleplaying quality **Suggested:** Creativity, Ranged Combat, Self-Discipline	15	213
Generalist	**Suggested:** Materials powers, Mobility powers, Strength, Vitality	and roleplaying quality **Suggested:** Close Combat, Conviction, Criminal Underworld Info, Fitness	25	214
Leech	**Suggested:** Elemental/Energy, Shapeshifting, Toxic	and roleplaying quality **Suggested:** Close Combat, Medicine, Persuasion, Stealth	15	214
Mastermind	**Suggested:** Deduction, Inventions, Lightning Calculator, Power Suit	and roleplaying quality **Suggested:** Creativity, Insight, Investigation, Science, Technology	20	215
Ninja	**Suggested:** Agility, Signature Weaponry, Strength, Wall-Crawling	and roleplaying quality **Suggested:** Alertness, Close Combat, Criminal Underworld Info, Stealth	20	216
Overpowered	**Suggested:** Elemental/Energy powers, Presence, Psychic powers	and roleplaying quality **Suggested:** Conviction, Finesse, Imposing, Self-Discipline	35	216
Prideful	**Suggested:** Awareness, Gadgets, Power Suit, Strength	and roleplaying quality **Suggested:** Close Combat, Conviction, Imposing, Self-Discipline	25	217
Relentless	**Suggested:** Intuition, Mobility powers, Signature Weaponry, Speed	and roleplaying quality **Suggested:** Alertness, Conviction, Investigation, Ranged Combat	20	217
Skilled	**Suggested:** Intellectual powers, Technology powers	and roleplaying quality **Suggested:** Mental qualities, Physical qualities	15	218
Specialized	**Suggested:** Athletic powers, Intellectual powers	and roleplaying quality **Suggested:** Mental qualities, Physical qualities	20	218
Tactician	**Suggested:** Awareness, Flight, Intuition, Signature Vehicle	and roleplaying quality **Suggested:** Alertness, Insight, Leadership, Ranged Combat	20	219
Underpowered	**Suggested:** Elemental/Energy powers, Technological powers	and roleplaying quality **Suggested:** Banter, Conviction, Criminal Underworld Info, Technology	10	219

1 Adaptive

Adaptive villains can reconfigure or otherwise change themselves based on the circumstances, so as to never be caught unprepared by the heroes.

Powers: 10 8 8 6 Suggested: Power Suit, Robotics, Shapeshifting, Size-Changing.

Qualities: 10 8 8 and 8 roleplaying quality.
Suggested: Creativity, Science, Self-Discipline, Technology

Base Health: 15

Abilities: Choose **three** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Adapt and Thrive	R	When Attacked, Defend by rolling your single [Power] die. Also Boost yourself with the result of that die.
	Diversity through Adversity	I	On your turn, whenever you Attack a target you haven't dealt damage to yet this scene, also Boost yourself using your Max die.
	Efficient Reconfiguration	A	Lower two of your powers by one die size each. Increase one of your other powers to 12. Then take a basic action using that power.
	Initiate Upgrade Procedure	A	Boost using [power] and use your Max die. Attack with your Mid die. Defend with your Min die.
	Powerful Imitation	A	Use an action ability of one of your allies.
	The Pain of Perfection	A	Take 6 irreducible damage. Increase all your powers by one die size each until the end of the scene.

2 Ancient

Ancient villains go way, way back. Many are immortal beings as a result of their powers, while others are just creatures from beyond that don't experience time in the same way.

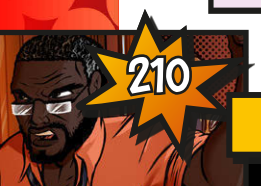
Powers: 12 10 10 8 Suggested: Cosmic, Infernal, Presence, Vitality

Qualities: 12 12 10 8 and 8 roleplaying quality.
Suggested: History, Insight, Magical Lore, Otherworldly Mythos

Base Health: 30

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Behold My Immortal Glory	A	Hinder using [power] against multiple targets and use your Max die. Attack each using your Mid+Min dice.
	From Before Space and Time	R	Take 1 irreducible damage to reroll a dice pool of someone Attacking or Hindering you.
	Immortal Vitality	I	If you would be reduced to 0 Health and you don't have a penalty, roll your single [power] die and become that Health.
	Ideal Action	A	Take a basic action using [quality] and use your Max die.
	Out of Time	A	Boost yourself using [power]. If there are any heroes with their Health in the Yellow zone, use your Mid+Min dice. If there are any heroes with their Health in the Red zone, use your Max+Mid+Min dice.
	Unknowable Pain	A	Attack using [power] and use your Max die. Hinder a target dealt damage this way using your Max+Min dice.





3 Bully

Bullies have some powers that they rely on to hurt those weaker than themselves, but ultimately, are probably insecure.

Powers: d10 d8 d8 Suggested: Fire, Presence, Strength, Vitality

Qualities: d8 d8 and d8 roleplaying quality.
Suggested: Criminal Underworld Info, Close Combat, Fitness, Imposing

Base Health: 25

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Bust Their Heads	A	Attack two nearby targets using [power], using your Max die against one and your Mid+Min against the other. If either target Defends against the Attack, the Defend works against both attacks.
	Cruel and Unusual	I	Whenever you or your nearby allies Hinder, increase the penalty created by 1.
	Crush the Small	A	Attack using [power] and use your Max die. Defend against all Attacks from that target using your Mid die until the start of your next turn.
	Injured Tantrum	A	Attack using [power] and use your Max die. Also Hinder that target: if the target has a 6 or less status die, use your Max+Min dice; if the target has a d8 status die, use your Max die; and if the target has larger than a d8, use your Mid die.
	Punish Weakness	A	Boost yourself using [power]. If there are any heroes with their Health in the Yellow zone, use your Mid+Min dice. If there are any heroes with their Health in the Red zone, use your Max+Mid+Min dice.
	Thick	I	Reduce all damage dealt to you by 2.

4 CREATOR

Creators can make an army for themselves on command.

Powers: 10 8 8 6 Suggested: Elemental/Energy powers, Materials powers, Robotics

Qualities: 10 8 8 8 and 8 roleplaying quality.
Suggested: Creativity, Leadership, Magical Lore, Technology

Base Health: 15

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Harvest their Power	R	When one of your minions is destroyed, roll its die and you recover that much Health.
	Retributive Lash	R	When one of your minions is destroyed, roll its die and deal damage equal to that roll to another target.
	Powerful Ally	A	Use [power/quality] to create a lieutenant of the same die size as your Max die.
	Shared Power	A	Boost one of your minions using [power] and use your Max die. If it is your only minion, also Boost yourself using your Mid die. If not, Boost each of your other minions using your Min die.
	Summon Mob	A	Use [power/quality] to create a number of minions equal to the value of your Max die. The starting die size for those minions is the same as the size of your Min die.
	Swarm Attack	A	Attack using [power] and use your Max die, with a bonus equal to the number of minions you control.

5 DAMPENING

Dampening villains not only interfere with heroes, but actively reduce their strengths and ability to function.

Powers: 10 8 8 Suggested: Cosmic, Suggestion, Transmutation

Qualities: 10 8 8 and 8 roleplaying quality.
Suggested: Banter, Medicine, Science, Self-Discipline

Base Health: 25

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Capitalize on their Failure	R	When a nearby hero that you can see invokes a twist, roll your [power] die as a Hinder against them.
	Curse of Weakness	A	Hinder using [power] and use your Max die; that penalty is persistent and exclusive. As long as that penalty is on the target, reduce their highest power die of your choice by one die size. Attack using your Mid die.
	Field of Woe	A	Hinder multiple targets using [power]. While a hero has this penalty, reduce all their power dice by one size.
	Nullifying Backlash	R	When Attacked by a hero with a penalty, ignore their damage and remove a penalty on that hero.
	Scrambling Strike	A	Attack using [power]. Reduce all the target's quality dice by one size until your next turn.
	Terror of Inadequacy	A	Attack using [quality] and use your Max die. Hinder each opponent that can see or hear the target of your Attack using your Min die.

6 Disruptive

A disruptive villain focuses on causing chaos among groups and taking advantage of that chaos to strike. A disruptive villain frequently causes all kinds of collateral damage in the process of achieving their goal.

Powers: d10 d10 d8 d8 Suggested: Elemental/Energy, Illusions, Suggestion, Transmutation

Qualities: d10 d8 d8 and d8 roleplaying quality.
Suggested: Alertness, Insight, Persuasion, Ranged Combat

Base Health: 20

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Beneficial Chaos	A	Hinder using [power]. Use your Max die. Recover using your Min+Mid dice.
	Covering Fire	A	Hinder multiple targets using [quality]. You and any nearby allies Defend using your Max die.
	Enraging Touch	A	Attack using [power]. Use your Max die. A target dealt damage this way Attacks an ally by rolling their single largest power die.
	Heedless Explosion	A	Attack multiple targets using [quality]. Use your Min die. Hinder each target with your Max die. If one of those targets rolls doubles on their next turn, they take damage equal to the penalty.
	Painful Disruption	R	When Attacked by a hero with a penalty, that hero takes damage equal to the size of that penalty.
	Taste the Madness	R	Whenever a target takes a Hinder action against you, you may first roll your [power] die as a Hinder on them.

7 Focused

A focused villain has a strong primary power that they use in a variety of ways.

Powers: d12 d8 Suggested: Elemental/Energy powers, Materials powers

Qualities: d10 d8 and d8 roleplaying quality.
Suggested: Creativity, Ranged Combat, Self-Discipline

Base Health: 15

Abilities: Choose **three** abilities, two using the same power and a third using a different power:

ICON	NAME	TYPE	GAME TEXT
	Elemental Absorption	R	When Attacked with [energy/element], recover that amount of Health instead of taking damage. When Hindered with [energy/element], Boost yourself instead.
	Defensive Charging	A	Defend yourself using [power]. This Defend lasts until your next turn. If an Attack deals more damage than the Defend's value, end the Defend and Attack the attacker equal to the Defend.
	Perfect Alignment	I	Ignore all damage from [energy/element].
	Pour it On	A	Attack one target using [power]. Use your Max die. That target cannot Defend or use reactions against this Attack. Attack multiple other nearby targets using your Min die.
	Sympathetic Shield	R	Defend against an Attack against only you by rolling your single [power] die. Boost yourself by the damage reduced.
	Vicious Entanglement	A	Hinder one target using [power]. Use your Max die. Attack that target using your Mid die.

8 GENERALIST

The generalist works in a variety of scenarios, having a reasonable array of powers and qualities at their disposal.

Powers: d10 d8 d8 d6 Suggested: Materials powers, Mobility powers, Strength, Vitality

Qualities: d10 d8 d6 and d8 roleplaying quality.
Suggested: Close Combat, Conviction, Criminal Underworld Info, Fitness

Base Health: 25

Abilities: Choose **three** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Bodyguard	R	When an ally is Attacked, Defend them by rolling your single [power] die. Boost yourself by that amount.
	Dependable	I	Whenever you roll a 1 on a die, reroll that die once.
	Heavy Hitter	A	Attack using [quality]. Use your Max die. Recover Health equal to your Min die.
	Stalwart Combatant	A	Boost using [power]. Use your Max die. Defend with your Mid die.
	Tough Customer	I	Reduce physical and energy damage dealt to you by 1 if the scene is in the Green zone, 2 in the Yellow zone, or 3 in the Red zone.
	Wracking Aura	A	Hinder multiple nearby targets using [power]. Boost yourself using your Max die.

9 LEECH

Leech villains drain the strength from their victims to empower themselves.

Powers: d10 d8 d6 Suggested: Elemental/Energy, Shapeshifting, Toxic

Qualities: d8 d8 d8 and d8 roleplaying quality.
Suggested: Close Combat, Medicine, Persuasion, Stealth

Base Health: 15

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Hypnotic Gaze	R	When Attacked, Defend yourself by rolling your single [power] die. If this negates the Attack entirely, Hinder that target and Boost yourself with that same die roll.
	Life Drain	A	Attack using [power/quality]. Use your Max die. Hinder that target with your Mid die. Recover Health equal to your Min die.
	Power Consumption	R	When a bonus is used against you in an Attack or Hinder, you may first destroy that bonus. If you do, roll your single [power] die and Recover Health equal to the roll plus the destroyed bonus.
	Siphoning Wither	A	Hinder using [power]. Use your Max+Min dice. Boost with your Mid die.
	Unnerving Whispers	A	Hinder multiple targets using [power]. Recover Health equal to your Min die. If you roll doubles, also Attack one of those targets using your Max die.
	Violent Vitality	A	Attack using [power]. Use your Max die. Boost with your Min die. This bonus is persistent and exclusive.



10 MASTERMIND

The mastermind has a plan for everything, and enacts those plans in the heat of battle.

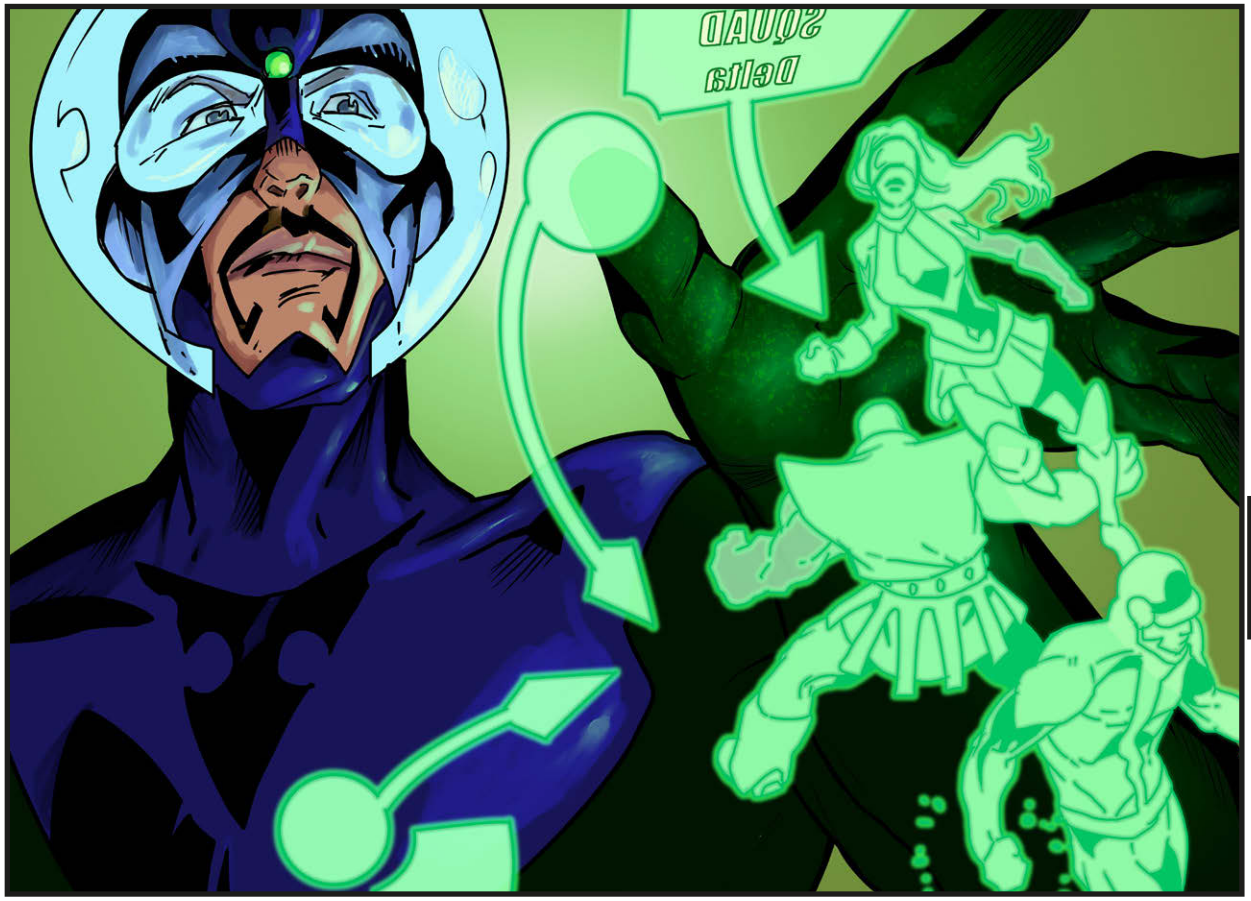
Powers: 12 10 8 Suggested: Deduction, Inventions, Lightning Calculator, Power Suit

Qualities: 10 8 8 8 8 and 8 roleplaying quality.
Suggested: Creativity, Insight, Investigation, Science, Technology

Base Health: 20

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Contingencies upon Contingencies	A	Boost yourself using [quality] and use your Max die. Either make that bonus persistent and exclusive, or Boost yourself again using your Min+Mid dice.
	If My Calculations Are Correct…	R	Take 1 irreducible damage to reroll your dice pool on your turn or the dice pool of a hero Attacking or Hindering you.
	Exploit Weakness	A	Attack one hero using [quality]. Hinder all heroes using your Max die.
	Reversal of Fortune	R	When Attacked, Boost yourself using the attacker's Max die.
	Prepared for Anything	R	At the start of your turn, if you have no bonuses in play, roll your single [quality] die as a Boost for yourself.
	Villainous Monologue	A	Hinder all opponents that can see or hear you using [quality]. Boost yourself using your Max die.



11 Ninja

Ninja villains focus on stealthy attacks and martial prowess. Also, sweet swords.

Powers: 10 10 8 8 6 Suggested: Agility, Signature Weaponry, Strength, Wall-Crawling

Qualities: 10 10 8 8 and 8 roleplaying quality.
Suggested: Alertness, Close Combat, Criminal Underworld Info, Stealth

Base Health: 20

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Deadly Blink	A	Attack multiple nearby targets using [quality]. Then, end up wherever you want in the scene.
	Defensive Dash	R	When Attacked, Defend yourself by rolling for your single [quality] die. Boost yourself with the amount of damage reduced.
	Fade From Sight	I	If you take an action on your turn that does not involve an Attack or Hinder, also use your Min die to Defend against all Attacks against you until your next turn.
	Rising Winds, Crashing Waves	A	Attack using [quality], using your Max die against one target, Mid die against another, and Min die against any target.
	Sever the Tendons	A	Attack using [quality]. Hinder that target using your Max+Min dice.
	Shadow's Blade	A	Attack using [quality] and use your Max die. Defend against all Attacks against you with your Mid die until the start of your next turn.

12 Overpowered

Overpowered villains have incredibly strong powers and pose a major challenge for the heroes whenever they're in play. Generally the key to beating them isn't trying to go toe-to-toe with them, but outwitting them.

Powers: 12 10 10 Suggested: Elemental/Energy powers, Presence, Psychic powers

Qualities: 8 6 and 8 roleplaying quality.
Suggested: Conviction, Finesse, Imposing, Self-Discipline

Base Health: 35

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Do Not Dare to Touch Me	R	When Attacked, Defend yourself by rolling your single [power] die. Deal that much damage to a different nearby target.
	Face My Full Might	A	Attack using [power]. Use your Max+Mid+Min dice. Hinder yourself using your Max die. Take damage equal to your Mid+Min dice.
	Fear My Overwhelming Power	A	Hinder using [power] and use your Max die. Attack that target using your Mid+Min dice.
	Raw Power	I	Whenever you roll a 1, reroll that die.
	Rejoice, My Followers	A	Boost using [power]. Recover Health equal to your Max die. Each of your nearby allies Recovers Health equal to your Min die. Each of your nearby minions and lieutenants whose die sizes have degraded at all are increased one die size.
	You Are Not Worthy of My Power	A	Attack multiple targets using [power] and use your Max die. Hinder each target using your Mid die.

13 PRIDEFUL

A prideful villain fights to prove their own superiority, usually by taking on the most powerful heroes one-on-one.

Powers: 10 10 10 8 Suggested: Awareness, Gadgets, Power Suit, Strength

Qualities: 10 10 8 8 and 8 roleplaying quality.
Suggested: Close Combat, Conviction, Imposing, Self-Discipline

Base Health: 25

Abilities: Choose **two** of these abilities using two different powers or qualities:

ICON	NAME	TYPE	GAME TEXT
	I Know Your Weakness	R	When a nearby hero rolls a 1 on one of their dice during their turn, roll your single [power/quality] die as an Attack against them.
	I Will Deal With the Rest of You Later	A	Attack one target using [power/quality]. Use your Max+Min dice. Defend against all Attacks against you by all other targets until the start of your next turn with your Mid die.
	My Greatness Cannot Be Denied	A	Attack one target using [power/quality] and use your Max+Min dice. If that Attack causes the target to change zones, Boost using your Mid die. That bonus is persistent and exclusive.
	Sustained Mockery	A	Hinder using [power/quality]. Use your Max die. That penalty is persistent and exclusive.
	Unquestionable Might	I	Reduce all damage dealt to you by 2.
	You Cannot Survive	R	If an opponent ends their turn near you, you may roll your single [power] die as a Hinder against them.

14 RELENTLESS

Relentless villains focus on one target and then hunt them repeatedly, changing targets only when the current one is finished.

Powers: 10 8 6 Suggested: Intuition, Mobility powers, Signature Weaponry, Speed

Qualities: 10 8 6 and 8 roleplaying quality.
Suggested: Alertness, Conviction, Investigation, Ranged Combat

Base Health: 20

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Dogged Pursuit	R	When an opponent moves away from you, you may follow them and roll your single status die as a Hinder against them.
	Prey on the Weak	A	Attack and Hinder using [quality]. If the target has: a 6 or less status die, use your Max+Min dice; a 8 status die, use your Max die; larger than a 8, use your Mid die.
	Repeated Punishment	R	After making an Attack action on your turn, use your Mid die to make another Attack against one target of the initial Attack.
	Too Close for Comfort	I	Whenever a nearby opponent would Attack you, you may destroy a bonus on yourself or a penalty on that opponent to reduce the Attack by the value of the destroyed mod.
	Twist the Knife	R	When one of your allies Attacks an opponent, roll your single [quality] die and add that amount of damage to the Attack.
	Up in Your Face	A	Attack using [quality]. Use your Max die. If the target does not Attack you on their next turn, Hinder them using your Mid die.

15 SKILLED

Skilled villains have a particular set of skills that give them broad options for completing their sinister schemes.

Powers: d10 d8 d6 Suggested: Intellectual powers, Technology powers

Qualities: d10 d10 d8 d8 d8 and d8 roleplaying quality.
Suggested: Mental qualities, Physical qualities

Base Health: 15

Abilities: Choose **two** of the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Best in the Biz	A	Hinder using [power]. Use your Min die. Boost yourself using your Max die.
	Dodge and Weave	R	When Attacked, Defend yourself by rolling your single [quality] die. Deal that much damage to another target.
	Consistently Capable	I	Whenever you gain a penalty, reduce the size of that penalty by 1.
	Flexible Expertise	A	Take any basic action using your Max die. Recover Health equal to your Mid die.
	Incomparable Inequity	A	Hinder using [quality] and use your Max+Min dice. This penalty is persistent and exclusive.
	Misdirection	A	Hinder multiple targets using [quality] and use your Max die. If you roll doubles, also Attack each target with your Mid die.

16 SPECIALIZED

A specialized villain is world class in one skill, and leverages it as much as possible to get the job done.

Powers: d10 d8 Suggested: Athletic powers, Intellectual powers

Qualities: d12 d8 and d8 roleplaying quality.
Suggested: Mental qualities, Physical qualities

Base Health: 20

Abilities: Choose **three** abilities, two using the same quality and a third using a different quality:

ICON	NAME	TYPE	GAME TEXT
	Active Cover	R	Defend against an Attack where you're the only target by rolling your single [quality] die. One other nearby target takes an amount of damage equal to the damage reduced.
	Cleaving Slash	A	Attack using [quality] against one target with your Max die, another with your Mid die, and a third with your Min die.
	Focused Attack	A	Attack using [quality] and use your Max+Min dice. Defend yourself using your Mid die.
	Known Target	I	Whenever you Attack a target that you have dealt damage to at least once already in this scene, gain a +1 persistent and exclusive bonus against that target.
	Neutralizing Strike	A	Attack one target using [quality] and use your Max+Min dice. That target cannot Defend or use reactions against this attack.
	Tangled Torment	A	Hinder one target using [quality] and use your Max die. Attack that target using your Mid die.

17 Tactician

A tactician organizes allies and coordinates battle plans to best leverage a team against the heroes.

Powers: 8 8 6 6 Suggested: Awareness, Flight, Intuition, Signature Vehicle

Qualities: 10 8 6 and 8 roleplaying quality.
Suggested: Alertness, Insight, Leadership, Ranged Combat

Base Health: 20

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Group Up	A	Attack using [quality] and use your Max die. Add 1 to the Attack for each other ally that Attacked that target since your last turn.
	I'll Back You Up	R	When a nearby ally makes an Attack, you may also Attack the same target by rolling your single [quality] die.
	Joint Action	A	Make a basic action using [quality] and use your Max die. One nearby ally also makes that same basic action as their reaction.
	Organized March	A	Boost using [quality] and use your Max die. That bonus applies to every ally's action until the beginning of your next turn.
	Try Again	R	Take 1 irreducible damage to reroll an ally's dice pool.
	Working Together	I	As long as you have at least 1 nearby ally, you may reroll all 1s on your dice.

18 Underpowered

Underpowered villains probably shouldn't be fighting in the big leagues… they just don't realize it. While their powers aren't on the same scale as most other villains, they can still be a threat in the right situation.

Powers: 8 6 6 6 Suggested: Elemental/Energy powers, Technological powers

Qualities: 10 8 6 and 8 roleplaying quality.
Suggested: Banter, Conviction, Criminal Underworld Info, Technology.

Base Health: 10

Abilities: Choose **three** of the following abilities, all using different powers and qualities.

ICON	NAME	TYPE	GAME TEXT
	Avoid the Inevitable	I	Whenever you would be reduced to 0 or fewer Health, prevent that damage and reduce all your power dice by one size. If this reduces any dice to below a 4, you are knocked out.
	Do Not Underestimate Me	A	Attack using [power]. Use your Max+Mid dice. Take irreducible damage equal to your Min die. If you roll doubles, you cannot use this ability again for the rest of the scene.
	I Can Do Anything	A	Boost using [quality]. Use your Max die. Hinder using your Mid die. Attack using your Min die.
	Last Ditch Effort	R	When Attacked, Defend yourself by rolling your single [power] die. If your roll reduces the damage to exactly 0, Recover Health equal to the damage reduced, Boost using that amount, and Hinder the source of the Attack using that amount.
	Luck? Or Genius?	A	Attack using [power]. If you roll doubles, add that value to your Attack. If you roll triples, add all three dice to your Attack.
	Still a Threat	A	Attack multiple targets using [quality]. Defend against all Attacks against you until your next turn using your Min die.

Villain Archetypes
Quick Reference

Name	Status Based On	Health	Page
Bruiser	Red/Yellow/Green zone	+20	221
Domain	Environment	+30	222
Formidable	Not having penalties related to a weakness	+25	223
Fragile	Green/Yellow/Red zone	-5	224
Guerrilla	The more opponents, the better	+20	225
Indomitable	Consistent status	+20	226
Inhibitor	Penalties on heroes	+10	227
Inventor	Inventions and Bonuses/penalties	+10	228
Legion	Mob villain: the more minions, the harder to control	-5	229
Loner	Fewer other villains, the better	+10	230
Overlord	Mob villain: the more minions, The Better	+15	231
Predator	The fewer opponents, the better	+15	232
Squad	The more allies, the better	+5	233
Titan	Massive villains with a built-in challenge to reduce status	+30	234

Villain Archetypes

The first question to answer is how a villain reacts in certain situations, and what they care about as a villain. Some are their most powerful when they're surrounded by inventions of their own devising. Others work well in groups. Some care about how hurt they are, just like heroes.

Choose an archetype from the following list. Fill the status dice in the appropriate section of the villain sheet.



1 Bruiser

Suggested Approach Pairings: Bully, Disruptive, Generalist, Prideful

Bruiser villains are best when on the frontlines and taking punishment. The more damage they take, the scarier they become.

Similar to heroes, Bruiser villains track their status via their current Health. See page 239 for how to calculate their Green, Yellow, and Red zones.

Status:
Green: 6
Yellow: 8
Red: 10

Health: +20

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Bring It On!	R	When Attacked, use the amount of damage taken by the Attack to Boost yourself.
	Feel No Pain	I	Reduce damage taken by physical and energy sources by 1 while in the Green zone, 2 in the Yellow zone, and 3 in the Red zone.
	Grin and Bear It	A	Defend using [quality] and use your Mid+Min dice. Recover Health equal to your Max die.
	Lash Out	A	Attack using [power]. If you are Green status, use your Max die. If you are Yellow status, use the Max+Min dice. If you are Red status, use Max+Min against one target and Mid against another.
	Living Wall	R	When a nearby ally would be Attacked, you may become the target of that Attack instead. You may use this reaction any number of times in a round by taking 1 irreducible damage for each time past the first.
	Toss Hero	A	Attack using [power] and use your Max die. Either Hinder that target with your Mid die or Attack another nearby target with your Mid die.



2 Domain

Suggested Approach Pairings: Dampening, Overpowered

Domain villains are in touch with their surroundings, or have specific ways to warp the environment to their advantage. Ecological villains as well as those villains that change reality to attack the heroes are Domain villains.

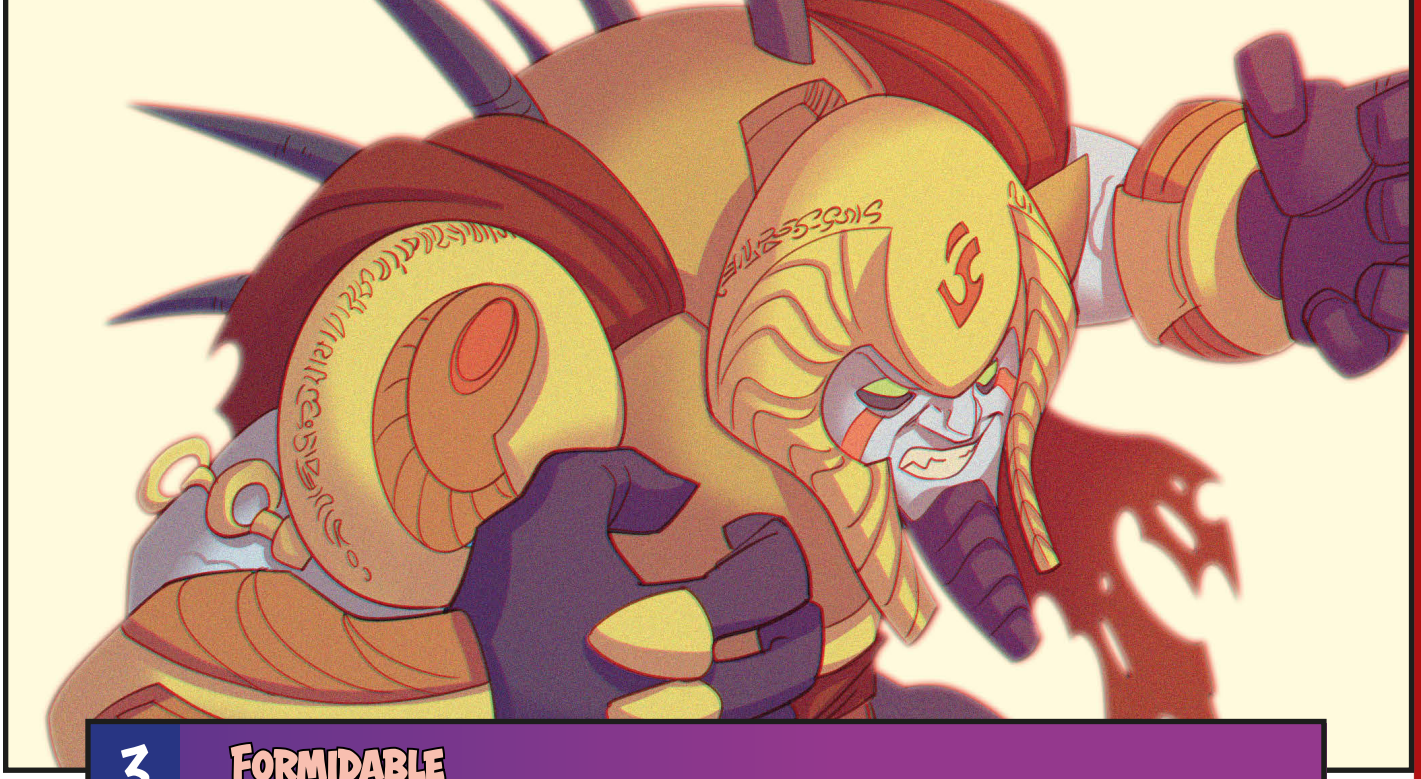
Domain villains track their status via the environment.

Status:
3+ environment minions, lieutenants, and/or challenges: 10
1-2 environment minions, lieutenants, and/or challenges: 8
0 environment minions, lieutenants, and/or challenges: 6

Health: +30

Abilities: Choose **three** of the following abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Ascend From My Realm	I	Ignore damage from an environment source during the environment's turn.
	The Earth Trembles Around You	A	Roll any number of environment minion dice. Attack every target in the scene (other than yourself) with those dice. Remove those minions.
	Power Heeds My Call in All Forms	A	Remove any number of environment-created bonuses. For each bonus removed, you may Attack one target using your Mid die, using a different bonus against each.
	This Place is Mine to Command	A	Activate one of the environment's twists in its current zone or one zone closer to red.
	To Me, My Minions	A	Roll any number of environment minion dice and Recover that much Health. Remove those minions.
	The World Moves to Defend Me	R	When Attacked, redirect the Attack to an environment minion.



3 Formidable

Suggested Approach Pairings: Ancient, Disruptive, Overpowered

Formidable villains have incredible powers at their disposal that make them quite dangerous and very difficult to stop. However, the source of their powers leaves them with some critical weakness. If the heroes can exploit a potential Achilles Heel, they might be able to get an edge on them.

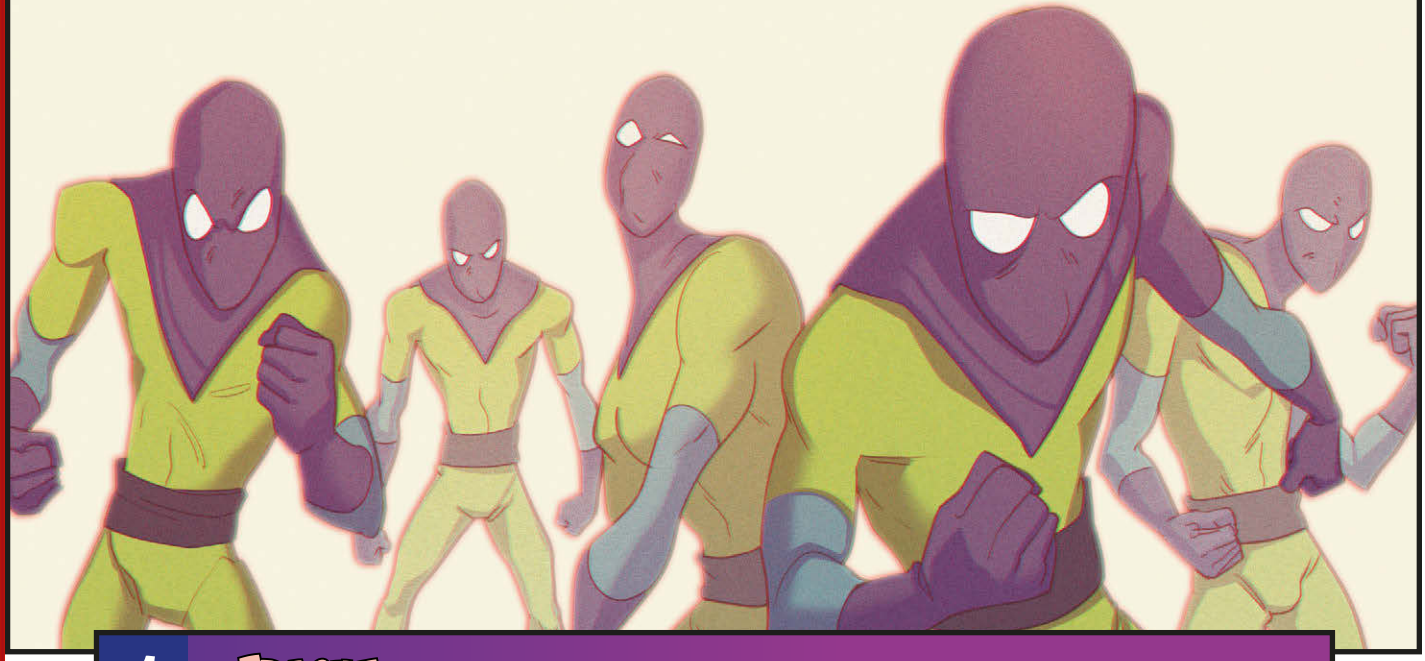
Formidable villains track their status via mods related to their weakness.

Status:
Villain has penalties related to their weakness and no bonuses: 4
Villain has some penalties related to their weakness but also some bonuses to mitigate the weakness: 8
Villain has no penalties related to their weakness: 12

Health: +25

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Channel Greatness	A	Boost using [power] and use your Max die. That bonus is persistent and exclusive. Also Attack with your Mid die.
	Cleansing Elevation	A	Boost using [power] and use your Max+Min dice. Remove all penalties on yourself.
	Expended Negation	A	Destroy one of your bonuses. Deal each opponent damage equal to the value of that bonus.
	Share in your Glory	A	Boost yourself using [power] and use your Max die. Boost a nearby ally with your Mid die and Boost another nearby ally using your Min die.
	Unrivalled Paragon	A	Take any basic action and use your Max die.
	Untempered Grit	R	Ignore all penalties on you for your action. Take irreducible damage equal to the total of those penalties.



4 Fragile

Suggested Approach Pairings: Focused, Underpowered

Fragile villains can pack a punch, but once they're mixed up in the fray and take a few punches, they become a lot less effective.

Similar to heroes, Fragile villains track their status via their current health. See page 239 for how to calculate their Green, Yellow, and Red zones.

Status:
Green: 10
Yellow: 8
Red: 6

Health: -5

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Careless Smash	A	Attack using [power] and use your Max+Mid dice. Hinder yourself with your Min die.
	Cheese It!	R	When Attacked, Defend yourself by rolling your single status die. If the damage is reduced to 0, you may move to anywhere else in the scene.
	Dismantling Jab	A	Attack using [quality]. Then remove all bonuses from the target.
	Escape Plan	I	Whenever your personal zone changes, you may immediately move elsewhere in the scene.
	Shrouded Attack	A	Attack using [quality] and use your Max die. Defend against all Attacks against you with your Min die until the start of your next turn.
	Versatile Strike	A	Attack using [quality] and use your Max die. If you are at full Health, this Attack deals irreducible damage and cannot be reacted to. If you are in the Green zone but not at full health, Defend yourself with your Min die. If you are in the Yellow zone, Boost yourself with your Min die. If you are in the Red zone, Recover Health equal to your Min die.



5 Guerrilla

Suggested Approach Pairings: Ninja, Prideful

Guerrilla villains are most effective when fighting against a group, using various tactics to disrupt team cohesion and wield friendly fire as a weapon.

Guerilla villains track their status based on the number of opponents they're engaged with.

Status:
4+ engaged opponents: 10
2-3 engaged opponents: 8
0-1 engaged opponents: 6

Health: +20

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Close Quarters Combat	A	Attack multiple close targets using [quality]. Hinder each target using your Min die.
	Even Odds	I	At the start of your turn, gain a bonus equal to the number of opponents that Attacked you since your last turn.
	Fighting Rhythm	A	Attack using [quality], using the Max die against one target, Mid die against a different target, and the Min die against a third target. If you Attack three different targets, the damage is irreducible.
	Human Shield	A	Attack one target using [quality] and use your Max+Min dice. Defend against all Attacks made by targets other than that target with your Mid die until the start of your next turn. All Defended damage is dealt to the target of your Attack.
	Malicious Deflection	R	Defend against an Attack by rolling your single status die. Deal that much damage to a different nearby target.
	Tangled Fray	I	If you are outnumbered by nearby opponents, reduce all damage dealt to you by 2.



6 Indomitable

Suggested Approach Pairings: Generalist, Relentless

Indomitable villains are solid, dependable, or possibly just don't care what's happening. No matter what, they're going to function largely the same until the job is done.

Indomitable villains don't have to track their status because it never changes.

Status:
Always 8

Health: +20

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Absorb Energy	R	Defend by rolling your single status die. If that defense reduces the damage to 0, Boost using the amount of damage prevented.
	Grab and Drag	A	Attack using [power]. Either Hinder that target using Max, or Defend yourself using Min and you and that target end up elsewhere in the scene.
	Heavy Duty	I	Reduce damage dealt to you by 2.
	Prepare for the Worst	A	Boost yourself using [quality] and use your Max die. That bonus is persistent and exclusive.
	Suppressive Fire	A	Attack multiple targets using [quality]. Hinder those targets using your Min die.
	Unflagging	A	Attack using [power] and use your Max die. Recover Health equal to your Min die.

7 Inhibitor

Suggested Approach Pairings: Dampening, Focused

Inhibitor villains take advantage of heroes' weaknesses… and create weaknesses where none exist.

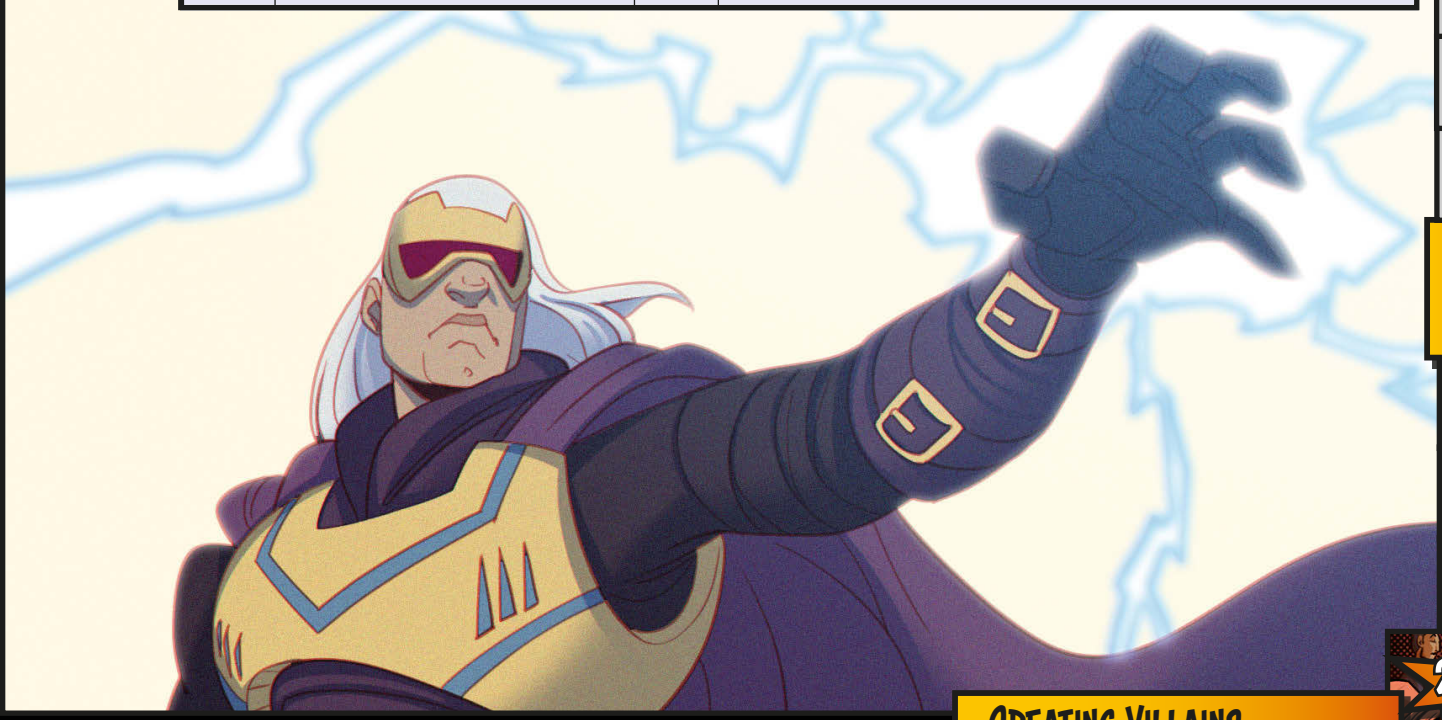
Inhibitor villains track their status based on the number of heroes who have penalties.

Status:
3+ heroes with at least one penalty: d10
1-2 heroes with at least one penalty: d8
0 heroes with at least one penalty: d6

Health: +10

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Area Suppression	A	Hinder using [power] against multiple targets and use your Max die. Attack one of those targets with your Mid die.
	Overwhelming Syphon	A	Each hero loses Health equal to the total penalties on them. Recover the same amount of Health. Remove those penalties.
	Targeted Drain	A	Hinder using [power] and use your Max+Mid dice, or use your Max die and make it persistent and exclusive.
	Tethered Life	A	Hinder using [power]. That penalty is persistent and exclusive. As long as that penalty is in play, reduce damage dealt to you by 1 and whenever you are dealt damage, the target with this penalty takes 1 irreducible damage.
	Twisted Fate	A	Select a nearby target. Either turn all bonuses on that target to equivalent penalties, or move a penalty from that target to another target that you can see.
	Upper Handed Strike	R	When Attacked by someone with a penalty you created, Defend by rolling your single status die, and the attacker also suffers that much damage.





8 Inventor

Suggested Approach Pairings: Mastermind, Underpowered

Inventors are dependent upon preparation and custom inventions to keep them on even footing with the heroes.

Count the number of bonuses and penalties in play that the villain has created with Inventions and/or Science, along with any inventions currently deployed in the scene (including those created by their minions, lieutenants, and twists).

Status:
4+ Inventions and bonuses/penalties: 12
2-3 Inventions and bonuses/penalties: 10
1 Inventions and bonus/penalty: 8
0 Inventions and bonuses/penalties: 6

Health: +10

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Capable Creator	I	Whenever you create a bonus, increase that bonus by 1.
	Cut Both Ways	A	Boost using [power]. Hinder with your Max die. Attack with your Min die.
	Empowered Destruction	A	Attack using [power] and at least one bonus. Use your Max+Mid+Min dice and add all of your bonuses to it, destroying them.
	Leverage Advantage	A	Attack using [power] and at least one bonus. If you have multiple bonuses, you may also Attack another target using the Min die and one other bonus, and may also Attack a third target using the Max die and a third bonus.
	To Serve their Maker	R	Discard one of your bonuses to Defend against all Attacks against you until your next turn, using that bonus value as the Defend result.
	Variable Creating	A	Boost using [power] and use your Max die, also Boost with your Mid die, and either make one of those bonuses persistent and exclusive or Attack with your Min die.

9 Legion

Suggested Approach Pairings: Adaptive, Creator (choose carefully to avoid overlap in abilities), Tactician

Legion villains work in an unruly mob. They can press their advantage due to their numbers, but generally, the more they have to work with the weaker they are individually. In the case of a self-copying villain, they can duplicate themself into various clones, but the more they do this, the less competent they are (though a Legion villain need not necessarily be self-copying, depending on what Approach you took). One way or another, Legion villains need a means of making additional villains, be that from one of their Archetype abilities, an ability from their Approach, or an upgrade.

Count the number of minions in the scene allied with the Legion villain to determine their current status.

Status:
9+ minions: 4
5-8 minions: 6
3-4 minions: 8
1-2 minions: 10
0 minions: 12

Health: -5

Abilities: Gain **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Divide and Conquer	R	When you would take physical damage, prevent that damage and create a minion with a die size equal to your current status die (including the newly made minion). You may use this reaction more than once a round, but each time you use this reaction after the first time, you take 1 irreducible damage.
	Instability of Form	I	Whenever a Legion minion larger than a 4 rolls a save against physical damage, if its save is successful, it splits into two dice of one smaller size instead of being reduced a die size, and you take 1 irreducible damage. If it fails its save, the minion is only reduced one die size, rather than being destroyed.
	Parts of the Whole	A	Roll your single status die. Deal yourself that much irreducible damage. Create that many 6 minions.
	Returned Vitality	R	When one of your minions is destroyed, roll its die. You Recover that much Health.
	Split Up	A	Add two minions of size equal to one die size lower than your current status.
	Combine	A	Remove any number of Legion-controlled minions. Roll their dice and Recover that much Health.

And gain this ability:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Uncoordinated Actions	I	Whenever multiple Legion minions all take the same action against the same target, you must roll all of their dice at the same time and use the lowest rolling die amongst them for each minion's result on that action.



10 Loner

Suggested Approach Pairings: Leech, Relentless, Skilled

A Loner can work with other villains, but is not at their best in those situations. When all of their teammates have been knocked out though, then it's really their time to shine.

Count the number of villains in the scene allied with the Loner villain to determine their current status.

Status:
0 other villains: 10
1-2 other villains: 8
3+ other villains: 6

Health: +10

Abilities: Choose **two** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	Antisocial Behavior	A	Hinder multiple targets using [power/quality]. Recover Health equal to the number of targets Hindered this way.
	Best on my Own	A	Attack using [power] and use your Max die. Recover Health equal to your Mid+Min dice.
	Better Them than Me	R	When a non-minion ally in this scene is defeated, roll your single [quality] die as a Boost for yourself.
	Singular Strength	I	As long as you have no nearby allies in the scene, increase all damage you deal by 1 and reduce all damage you take by 1.
	Thin the Herd	A	Attack multiple targets using [power]. Hinder each target with your Max die.
	Worst Case Response	R	When you would be Hindered or when an Attack would reduce you to 0 Health, reduce the penalty to -1 or reduce that damage to 1.



11 Overlord

Suggested Approach Pairings: Creator (choose carefully to avoid overlap in abilities), Mastermind, Tactician

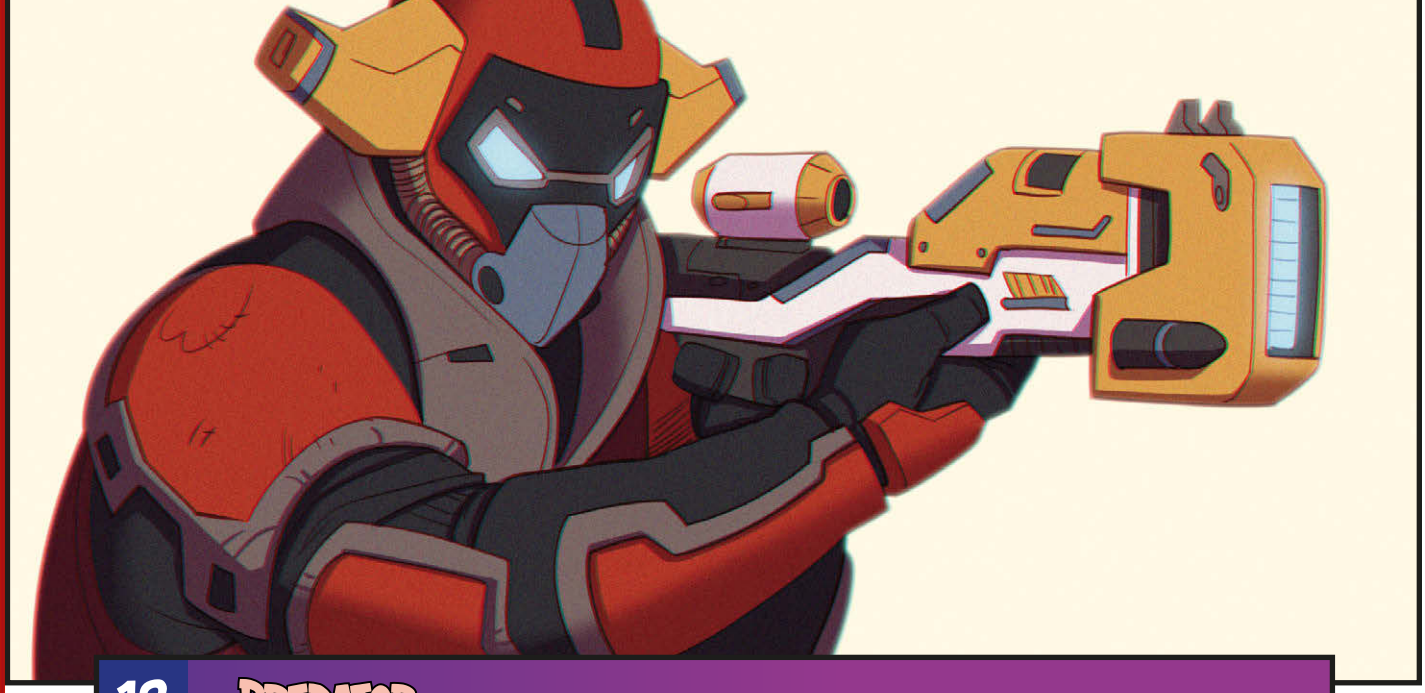
Overlord villains rely upon the number of forces (groups of minions and lieutenants) at their command in the same scene. Count the number of minions and lieutenants loyal to the Overlord in the scene to determine their current status.

Status:
9+ minions: 12
5-8 minions: 10
3-4 minions: 8
1-2 minions: 6
0 minions: 4

Health: +15

Abilities: Choose **three** of these abilities:

ICON	NAME	TYPE	GAME TEXT
	By My Command	A	Boost using [quality] for all your minions until the start of your next turn.
	Get Back in There!	R	Reroll any number of minion saves against the same Attack.
	Give Me Your Strength	A	Roll all your minion dice and combine the result to Boost. Attack using [power] and use that bonus.
	"Look Out, Boss!"	R	Redirect an Attack to one of your minions.
	Rapid Deployment	A	Use [quality] to create a number of minions equal to the value of your Max die. The starting die size for those minions is the same as the size of your Min die.
	Form Up	A	Attack using [power] and use your Max die. Defend against all Attacks against you until the start of your next turn using the number of your minions.



12 Predator

Suggested Approach Pairings: Leech, Relentless, Specialized

Masters of traps, ambushes, and assassinations, predator villains stalk their opponents and attempt to engage them one-on-one.

Predator villains track their status based on the number of heroes they're engaged with.

Status:
0-1 engaged opponents: 10
2-3 engaged opponents: 8
4+ engaged opponents: 6

Health: +15

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Surprise Trap	R	When Attacked, roll your single status die. Hinder the Attack using that result, and deal damage to the attacker equal to that penalty.
	Hazardous Terrain	A	Hinder multiple targets using [power]. Use your Max die. Attack any target that gains a penalty this way that already had one penalty from you, using your Mid+Min dice.
	Hidden Hunter	I	Double any bonuses or penalties of your choice involved with taking action against a target that is unaware of your presence or distracted from remembering that you're still around.
	Hunt the Weak	A	Attack using [quality]. Use your Max die. If the target has a penalty you created or is in the Red zone, use your Max+Mid dice instead.
	Stealth Approach	A	Boost yourself using [quality]. Use your Max die. That bonus is persistent and exclusive. Defend using your Mid die against all Attacks until the start of your next turn.
	Track my Prey	A	Hinder using [power]. Use your Max die. That penalty lasts until your next turn, and while that penalty lasts, that hero cannot use reactions and cannot benefit from Defend actions.



13 Squad

Suggested Approach Pairings: Bully, Focused, Specialized

A Squad villain works best when working with other villains. Not really someone powerful enough to lead minions, nor really interested in working on their own, they are at their best in a team-up situation.

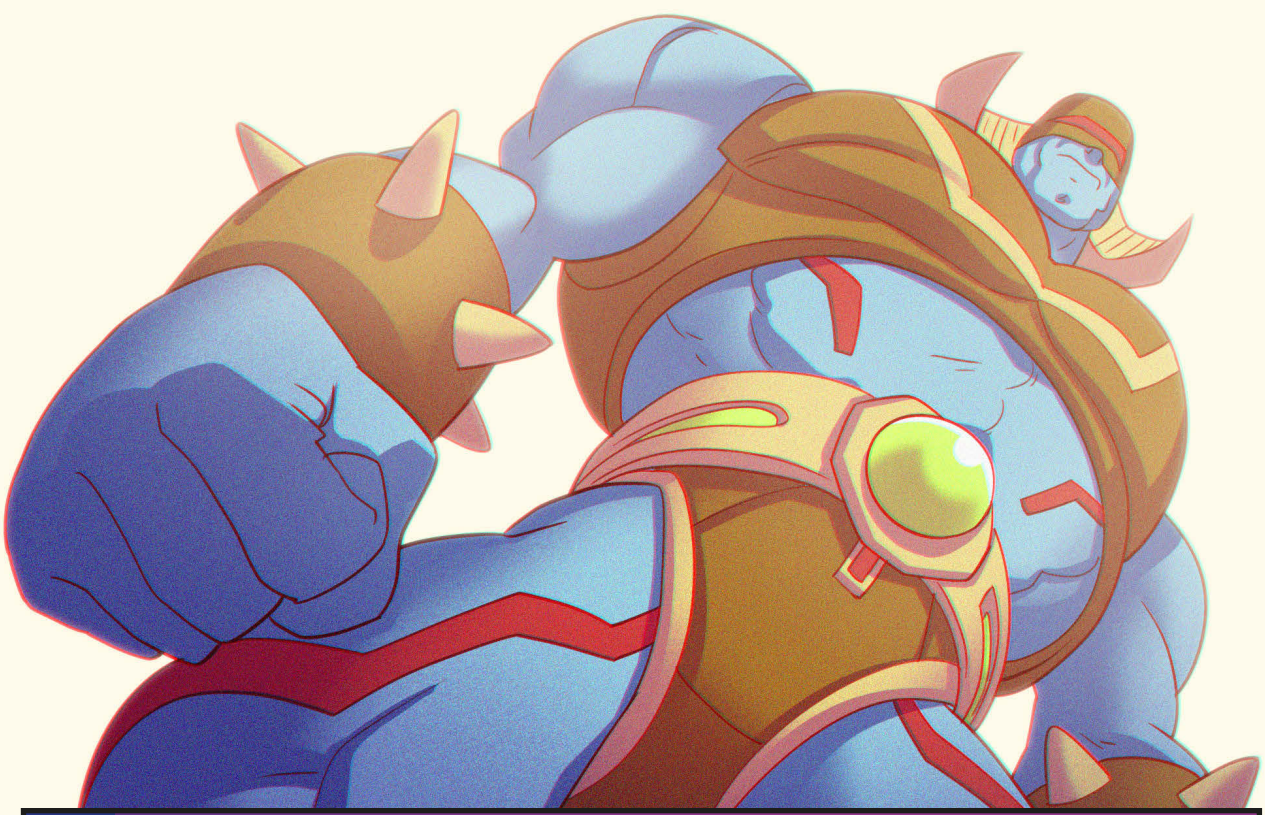
Squad villains track their status based on the number of villains in the scene.

Status:
0 other villains: 6
1-2 other villains: 8
3+ other Villains: 10

Health: +5

Abilities: Choose **two** of these abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	On My Mark	A	One ally makes a basic action now, using their Max die. They reroll all 1s they roll as part of this action.
	My Allies are my Strength	I	Increase damage you deal by the number of nearby non-minion allies.
	Press the Advantage	A	Attack using [quality] and use your Max die. If you choose that target to go next, they must Attack you on their turn if possible.
	Protect My Allies	R	When another villain is Attacked, Defend against the Attack by rolling your single status die. Boost yourself using the amount of damage reduced.
	Stay in Formation!	A	Boost using [quality]. Boost another target using your Max die, and use your Min die to Defend against all Attacks against you until your next turn.
	Take Point	A	Attack using [quality]. Use your Max die. Defend all nearby allies with your Mid+Min dice until the start of your next turn.



14 Titan

Suggested Approach Pairings: Ancient, Overpowered

Titans are MASSIVE. Their sheer size makes them difficult to contend with and they require extraordinary measures to deal with.

Status:
Titans begin at a status 12, and have the following multi-part Titan's challenge:
☐☐ Expose a vulnerable part of the Titan and reduce their status by one die size
☐ Take advantage of the exposed weakness to reduce the Titan's status by one die size

Health: +30

Abilities: Choose **three** of the following abilities:

ICON	*NAME*	*TYPE*	*GAME TEXT*
	Crush All Underfoot	A	Attack using [power] against multiple targets. Hinder those targets with your Min die.
	Down the Hatch	A	Attack using [power] and use your Max die. The target can either be Hindered equal to your Max+Mid+Min dice, or be unable to take any other actions other than using an Overcome to attempt to escape.
	Foolish Insect	R	When a hero takes a minor twist in the Titan's challenge, in addition to the chosen twist, also roll your status die and deal that much damage to that hero.
	You Are But Gnats to Me	I	Reduce all damage taken by 6 (if you have a 12 status die), 4 (if you have a 10 status die) or 2 (if you have a 8 or lower status die).
	I Will Not be Defeated So Easily	R	When Attacked by a roll that includes doubles, remove one of the successes from the Titan's challenge.
	The Land Quakes Underfoot	A	Activate one of the environment's twists in its current zone.

Villain Upgrades

After combining an archetype and an approach, you have a complete villain. Depending on the choices you made, those villains may match up well against a few heroes, and are appropriate to join up with other villains and/or a variety of other threats.

If you'd like to make the villain more fearsome so that they're more of a challenge for a whole team of heroes at once, you can add one or more upgrades to the villain. Generally, each upgrade adds enough of a threat to challenge one additional hero.

In addition to the list of general upgrades below, each of the existing ***Sentinel Comics*** villains in Chapter 7: The Archives has their own suggested upgrades, tailored to that villain. You can mix and match upgrades between villains as much as you like, or take inspiration from an existing upgrade and change it to meet the villain's circumstances.

Villain Upgrades Quick Reference

Name	Villain Requirements	Health	Page
Mook Squad	A set of signature minions	+0	235
Hardier Minions	Known to have particularly deadly or resilient help	+5	235
Group Fighter	Equipped with an upgrade against a group	+20	236
Villainous Vehicle	When you need a fully autonomous threat	+15	236
Power Upgrade	Utilized a process, ritual, device, etc. to increase power	+20	236
Quality Upgrade	Specialized training for a distinct advantage and new skills	+20	237
Defense Shield	Immune to harm using a shield	+0	237
Calming Aura	A knack for being inconspicuous	+10	237
Power Dampening Field	Exploits reducing hero powers while maintaining their own	+10	237
Brainwashing Zone	Exploits a way to alter hero consciousness	+10	238

1 Mook Squad

Health: +0

If your villain has a set of signature minions (like Baron Blade has his Blade Battalion), you can give them this upgrade to represent a never-ending flow of minions at their beck and call. This is especially useful in scenes where a villain is confronted in their own lair.

Choose a set of minions that appear in the scene with the villain. Give the villain this ability:

Icon	*Name*	*Type*	*Game Text*
	Alert!	A	Replenish your minion squad up to the number of heroes.

2 Hardier Minions

Health: +5

If the villain is known to have particularly deadly or resilient help, you can give them this upgrade to allow the villain to improve their minions when needed.

Icon	*Name*	*Type*	*Game Text*
	Empower Minions	A	Choose one group of minions in the scene. Upgrade all their dice one size (maximum 12).

3 Group Fighter

Health: +20

A villain who is equipped with an upgrade to let them fight against a group should take this:

ICON	NAME	TYPE	GAME TEXT
	Extra Attack	I	When you take an action that lets you make an Attack, also make an Attack using your Mid die.

4 Villainous Vehicle

Health: +15

Villains often come with their own engines of war: tanks, platforms, even conquering starships. For when the Signature Vehicle power won't cut it and you need a fully autonomous threat, build a lieutenant for the situation:

Villainous Vehicle (8 lieutenant with four abilities, 10 lieutenant with three abilities, or 12 lieutenant with two abilities)

Choose from the following abilities:

ICON	NAME	TYPE	GAME TEXT
	Distance Attack	I	To attack this vehicle, the hero must make an Overcome action in order to get close enough to it.
	Sturdy	I	When rolling a damage save, add 2 to the result.
	Escape Plan	R	When the villain is Attacked, roll this vehicle's die. If it rolls higher than the villain's current Health, both the villain and the vehicle escape the scene.
	Bombard	A	Attack all heroes with this vehicle's roll. Use this ability only if the vehicle is below its starting die size or the scene is in the Red zone.
	Minion Deployment	A	Add minions to an existing group equal to half (rounded down) the vehicle's current die size. Those minions are of a size equal to the highest die size already existing in that group. If the vehicle has a bonus or penalty, adjust the number of minions created by that amount and then remove that mod.
	Reliable	I	When this vehicle uses a [basic action] on its turn, roll twice and use the higher result.
	Recovery	A	Roll the vehicle's die. The villain Recovers that much Health.

5 Power Upgrade

Health: +20

The villain has utilized a process, ritual, device, etc. to increase their powers. Increase all their power dice by one size. If any power would be increased above a 12, instead add another ability from the villain's archetype.

6 Quality Upgrade

Health: +20

The villain has received specialized training that gives them a distinct advantage and access to new skills. Increase all their quality dice by one size, except for their custom d8 roleplaying quality. If any quality would be increased above a d12, instead add another ability from the villain's approach.

7 Defense Shield

Health: +0

The villain is immune to harm — for as long as the source of their shielding is intact. The villain gains these abilities:

ICON	NAME	TYPE	GAME TEXT
	Defense Shield	I	You cannot be damaged by anyone except yourself until the defense shield is destroyed. The defense shield has 40 Health, or can be deactivated with three Overcome successes. If a hero takes a minor twist working on the shield, you can make an Attack as a reaction by rolling your single [power] die.
	Reestablish Shield	A	Overcome using [power]. Use your Max die. On a success, remove one success from the deactivating challenge. Alternatively, instead of an Overcome, use the Max die to Recover that much of the defense shield's Health. This ability cannot be used if the defense shield has been completely removed.

8 Calming Aura

Health: +10

The villain has a knack for being inconspicuous, or otherwise putting the heroes less on their guard.

ICON	NAME	TYPE	GAME TEXT
	Calming Aura	I	The heroes act as being in the Green zone for status die, access to abilities, and for the purposes of all abilities. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, you may use a reaction to Hinder them by rolling your single [power] die.

9 Power Dampening Field

Health: +10

The villain exploits a way to reduce the heroes' powers while maintaining their own.

ICON	NAME	TYPE	GAME TEXT
	Power Dampening Field	I	While the scene is in the Green zone, all heroes' power dice at d8 or above are reduced one size. In the Yellow zone, all heroes' power dice at d10 or above are reduced two die sizes. In the Red zone, all heroes' power dice are treated as if they are d4. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, the hero must lose access to a power entirely until this ability is removed.

10 Brainwashing Zone

Health: +10

The villain exploits a way to alter the heroes' consciousness for nefarious means.

ICON	NAME	TYPE	GAME TEXT
	Brainwashing Zone	I	While the scene is in the Green zone, all heroes' quality dice at 8 or above are reduced one size. In the Yellow zone, all heroes' quality dice at 10 or above are reduced two die sizes. In the Red zone, all heroes' quality dice are treated as if they are 4. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, the hero must lose access to a quality entirely until this ability is removed. If a hero is knocked out while this ability is active, you may create a new minion using the hero's highest power die to represent the controlled version of that hero.

Villainous Mastery

If your villain has any upgrades, also give them a mastery. These work similarly to heroic principles to define the villain and give them a more impressive Overcome option.

ICON	NAME	TYPE	GAME TEXT
	Master of Annihilation	I	If you can cause massive collateral damage without regard for casualties, automatically succeed at an Overcome where a show of overwhelming force can solve the problem.
	Master Behind the Curtain	I	As long as you are not directly involved in the fray and are using your influence indirectly, automatically succeed at an Overcome to manipulate a situation.
	Master of Conquest	I	As long as you are in command of your own forces, automatically succeed at an Overcome involving seizing an area or capturing civilians.
	Master of Enforced Order	I	If you have complete control over your immediate surroundings, automatically succeed in an Overcome to organize rabble to accomplish a task.
	Master of Mad Science	I	As long as you have access to materials, you can automatically succeed when Overcoming a challenge by using scientific principles and inventions.
	Master Mercenary	I	If you have been given a contract to perform a specific task, automatically succeed at an Overcome in a situation where the difference is getting paid and not getting paid.
	Master of Mysticism	I	If you have access to proper materials, automatically succeed at an Overcome in a situation involving harnessing magical forces.
	Master of Profitability	I	If you have access to great wealth and other resources, automatically succeed at an Overcome to leverage those resources to get even richer, no matter who else pays the price.
	Master of Superiority	I	As long as you are manifesting effects related to a power you have at 12, automatically succeed at an Overcome involving usage of those powers.
	Master of Total Chaos	I	If you are in a situation where everything is spiraling out of control, automatically succeed in an Overcome to accomplish a task by throwing out the rules.
	Master of the Unfathomable	I	If you are in a situation involving eldritch and disturbing forces, automatically succeed at an Overcome to do the bidding of a being beyond human concerns.

Calculating Villain Health

After putting together your villain by selecting their approach and archetype, and then adding any necessary upgrades and masteries to round them out, you now have the necessary information to calculate their health.

Each villain approach has a base health value. That's your starting point. To that, add the health value from their archetype. Then, add (H) times 5 health to round them out and make them a viable threat, depending on the number of heroes. So, for a villain that will be facing a team of 3 heroes would get 15 additional health, whereas a villain you was facing a team of 5 heroes would get an additional 25 health. Finally, if they have any upgrades, add the health value from those upgrades. To simplify all of this information, let's represent it with an equation:

Villain Health = their approach health value, plus their archetype health value, plus (H) times 5, plus any upgrade health values.

(H) always equals the number of heroes in a scene.

Finishing Touches

Once you've created your villain's stats, you can add notes about their appearance, personality traits, and quirks. Villains are often defined as much by their costume and mannerism as by their powers and abilities. Vivid colors, strange helmet, capes (ironic or not), and strange speech patterns (speaks in haikus, grunts, or limericks) are all part of the villainous package that make them stand out when your players meet them.

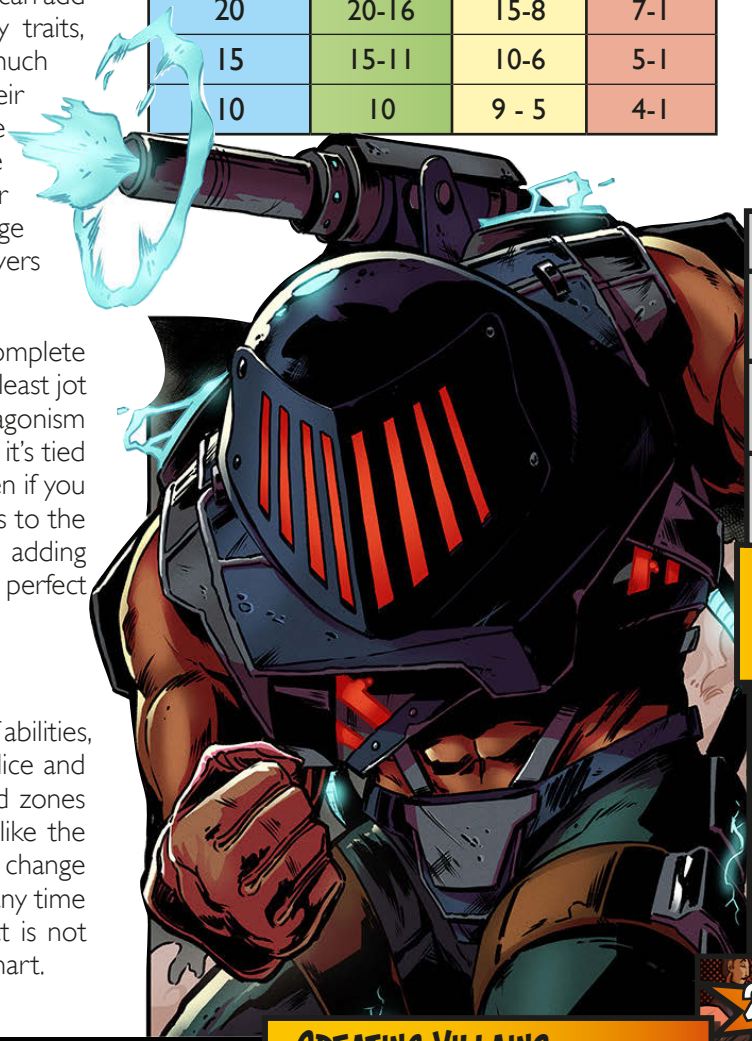
Whether you decide to write a complete backstory for your villain or not, you can at least jot down some of their motivations and antagonism for something in their past, especially when it's tied to one or more of your players' heroes. Even if you don't have a particular plan for connections to the heroes, as the story evolves, be open to adding to their history to make them fit as the perfect antagonist to the players' protagonists.

Villains Status by Health

Depending on their archetype and choice of abilities, villains might use a different set of status dice and not care about the Green, Yellow, and Red zones like heroes do. Other villains work more like the heroes, and as their Health decreases, they change their status. For villains who need it, or for any time you want to figure out a villain's zone that is not tied to the scene zone, use the following chart.

Villain Health Chart

Max	Green	Yellow	Red
100+	MAX-75	74-26	25-1
95	95-70	69-25	24-1
90	90-66	65-23	22-1
85	85-60	59-22	21-1
80	80-55	54-21	20-1
75	75-50	49-20	19-1
70	70-50	49-18	17-1
65	65-45	44-18	17-1
60	60-41	40-17	16-1
55	55-38	37-17	16-1
50	50-35	34-16	15-1
45	45-32	31-16	15-1
40	40-30	29-15	14-1
35	35-27	26-13	12-1
30	30-23	22-12	11-1
25	25-20	19-10	9-1
20	20-16	15-8	7-1
15	15-11	10-6	5-1
10	10	9 - 5	4-1



Creating Environments

While every scene takes place somewhere, not every scene takes place in an environment. Environments are used in situations where you want to add extra complications to the scene that make the setting come alive (sometimes literally).

Creating an environment requires more work than challenges and minions. It's a good idea to study the pre-written environments you'll find in published adventures and modify them for your needs. This gives you a good handle on how they're built.

Environments are made by following these steps:

- Name your environment
- Establish its three traits
- Assign dice to traits
- Create specific twists and threats

Name your Environment

When you create an environment, you need to establish its scope. Usually, an environment covers the entire area an action scene is set in. In some cases, the environment is used in more than one scene. At their smallest, environments are the size of buildings like stadiums, secret bases, city parks, cruise ships, theme parks, or a whole city block. On a larger scale, they can cover a county, a suburban town, a whole city, an entire tropical island, an interstellar battle cruiser, a whole sector of space, or another dimension. Thus by naming your new environment, you'll set its scale and likely scope.

EXAMPLE

Jennifer wants to create a story in Rook City plagued with arcane, interdimensional rifts. These rifts pop in and out all over the city pulling objects, people, and buildings into them while others spew monstrous, mutated humanoid horrors and other nightmarish things out. The rifts drift through the city much like clouds and fog, and she wants to convey this feeling of turbulence and chaos.

Jennifer decides to name the environment "Eldritch Storm Over Rook City," both for the important nuance she hopes to convey and the feeling she wants the players to extrapolate their own ideas from.

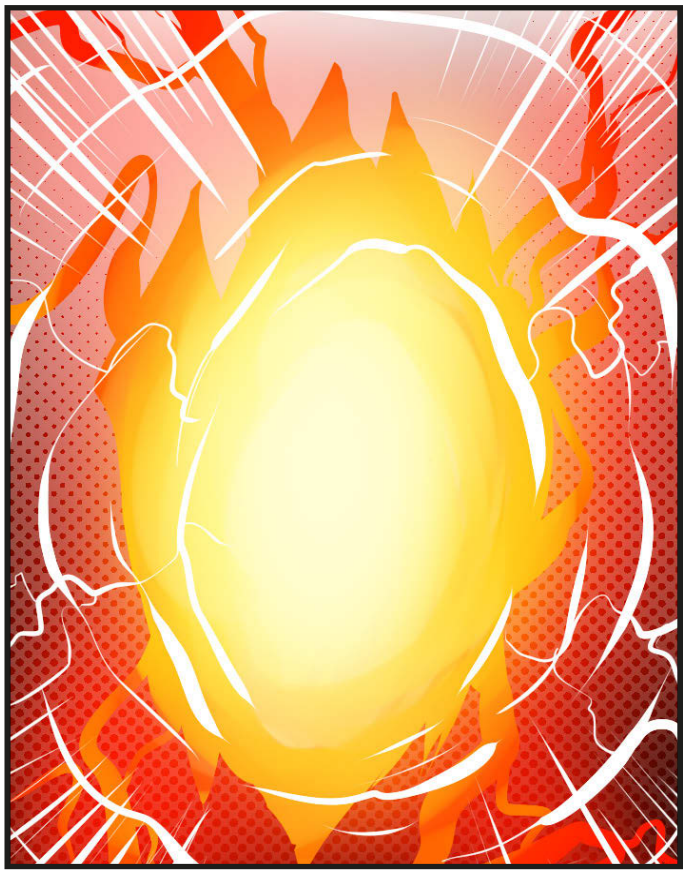
Establish its Three Traits

Once you've set the name and scope of your environment, come up with three evocative traits that represents its main qualities and give an idea of how it can affect anyone in it. Traits aren't powers and abilities such as those heroes and villains have. Traits are mostly used passively whenever one of the environment's twists comes into play; thus they need to be more about a characteristic than a direct threat. For instance, if you envision an encampment with several automated gun turrets you should give it the Automated Weaponry trait rather than Gun Turret. Keeping things more general widens your options when you describe what the heroes must deal with when the environment adds a complication to the scene.

EXAMPLE

Jennifer's Eldritch Storm portrays a situation where Rook City is wracked with something that could be magical, alien, chaotic, and possibly sentient. Picking its traits can give her a better idea of what it actually is. She settles on these three traits:

- *Dimensional Rifts*
- *Horrific Distortions*
- *Malevolent Chaos*



Assign Dice to Traits

Assign one die to each trait so the environment can get its own dice pool whenever it comes into play. There's no hard-set rule for assigning dice to traits. You're not required to balance a high die rating by assigning a low one to another trait. You should gauge it on how important a trait is for establishing the environment's impact on a scene.

You can consult the following table for guidelines, but don't feel constrained by it. Go with what feels right for the type of environment you're creating.

Die Size	Impact on Scene
d4	Minimal
d6	Average
d8	Challenging
d10	Dangerous
d12	Catastrophic



Jennifer decides that Eldritch Storm's Over Rook City's Horrific Distortion should be the most dangerous element of the environment and assigns d10 to it. She assigns d8 to the other two, giving her:

- *Dimensional Rifts d8*
- *Horrific Distortions d10*
- *Malevolent Chaos d8*

Don't sweat die size too much: default to d8 d8 and d10 if nothing else strongly suggests itself.

Create Specific Twists & Threats

An environment usually has two or three different minor twists and one major twist for each status zone of the scene tracker. As the situation heats up, threats and distractions from the environment get increasingly harder to deal with. When creating your twists, you want to create that sense of increasing doom.

To create environment twists, you tap into the environment's dice traits, imagine what annoying and/or dangerous situation could happen, and scale them to the severity of the situation (i.e., the color of the scene tracker). It helps to imagine that, as the situation progresses in a scene, the elements of the environment are put under as much stress as the heroes. Imagine your environment going through a three-stage catastrophe: Stable (Green), Decaying (Yellow), Collapse (Red). If you can picture the catastrophic story of your environment as villains and heroes battle in it, causing collateral damage and chaos, you have a solid base to build your twists.



Jennifer envisions the three stages of Eldritch Storm Over Rook City like this:

Green The Storm gathers, creating annoyances and weirdness.

Yellow The Storm rages all around, twisting reality before the heroes' eyes.

Red Something dark and dangerous is emerging…

Mechanically speaking, most environment twists resemble the abilities of heroes and villains. They are game effects keyed off the dice you roll when the environment takes its turn or when its twists are invoked. In that sense, they add complications to a scene based on the value of the environment's Min, Mid, and Max dice, or a combination of them. And much like abilities, environment twists tend to have a larger impact as the scene tracker progresses from Green to Red.

The following is a list of typical effects you can add to your twists:

- Perform a basic action
  - Hinder one or more targets
  - Boost one or more targets
  - Attack one or more targets
  - Defend one or more targets
  - Overcome a challenge
- Add threats (allied, hostile, or neutral)
- Introduce a challenge
- Advance the scene tracker
- Trigger a doomsday device
- Action from a powerful entity
- A combination of 2 (or more) of the above

Before we break things down a bit further, it's important to note that many, if not most, environment twists target one or more characters. That doesn't necessarily imply those targets need to be heroes; some are far less discriminatory. The nature of the environment and how you describe the twist should help determine who gets affected.

For example, a geyser spewing boiling-hot water in a national park could hit anyone at random for damage, while tear gas canisters fired from automated launchers in the mountain lair of an archvillain could hinder a certain number of heroes, assuming all minions and villains wear gas masks.

Once you've established your environment's three traits and you have a good idea of its catastrophic story as the scene tracker progresses, you're ready to create those twists based on the following guidelines. You'll also find a table at the end of this section with a suggested breakdown of specific game effect and relative strength you can attribute to each twist based on their severity and GYRO.

Environment Basic Actions

The twists you create can "take" any of the basic actions on one or more targets. This gives you the flexibility to create a great number of effects.

A lot of things that make the heroes' (and possibly villains') jobs harder can be emulated with Hinder rolls. In a similar way, anything that can help short of dealing damage can be covered by a Boost. The bonuses or penalties created by these twists can be either temporary or persistent and exclusive.

EXAMPLE

Jennifer creates an environment called Megalopolis-in-Crisis, where she expects the heroes could get caught in a anti-vigilante protest rally. She decides that a Green minor twist will create a persistent and exclusive penalty targeting heroes with the Min die as the protesters get in the way and the villains use them as human shields. Additionally, she adds a challenge called Unruly Protesters to the scene that the heroes can complete to remove that danger entirely, but the underlying sentiment in the populace will need to be dealt with eventually.

Use the Attack action for any passive event that can hurt anyone in the scene: automated defenses, micro-meteors, or collapsing buildings (perfect when combined with a Hinder roll from a different trait die) are good examples of that.

The Defend action is used whenever you want to provide a situation where one or more characters in the scene would become temporarily protected from damage.

EXAMPLE

In a lost temple environment, a major Yellow twist could be:

Yellow
MAJOR TWIST
Mystic Field of Pacifism: Roll The Lost Temple's dice and Defend anyone who hasn't Attacked in the last turn using the Max die, then Hinder everyone else with the Min die.

Overcome a Challenge

This action is a bit unusual for a passive twist, but in some cases something from the environment could resolve one of the scenes' challenges. For instance, in a Smalltown, Germany environment you could have a Red minor twist like this:

Red
MINOR TWIST
First Responders Arrive: Roll Smalltown, Germany's dice. Use the Max die to Overcome one of the remaining obstacles involving civilians in danger. Use the Mid die to Boost one hero and the Min die to Hinder all others. They're very helpful, but in the way.

Add Threats

Some of the scenes you create can have threats you already planned. These usually take the form of minions or lieutenants that you set aside to join the battle, whether as servants of a villain, as helpful allies for the heroes, or as some form of neutral threat hostile to everyone in the scene, like raptors!

Remember that any minion-like threats you add to a scene wait to act on the next turn.



EXAMPLE

Thinking again about Eldritch Storm Over Rook City, Jennifer wants a threat that represents manifestations of the Storm's nefarious nature. She settles on creatures she calls "Storm Imps" — horrid, horned, and tentacled 8 minions. She decides they will make useful threats throughout the issue, and thinks it would be fun and thematic to have a Yellow major twist that introduces a lot of them at once:

YELLOW
MAJOR TWIST
Storm Portal: A rift opens nearby in a deafening thunderclap. Roll the environment's dice and add a number of Storm Imps equal to the Max die.

Create a Challenge

This one is straightforward. Something in the environment goes wrong and must be dealt with by one or more successful Overcome actions. Fires, lava flows, reckless reporters, loss of pressure in a spaceship — lots of things can go wrong in your environment that require the attention of the already busy heroes. Creating them is just like creating any challenge, as detailed on page 189.

EXAMPLE

Jennifer wants to give her issue featuring the Eldritch Storm's Over Rook City environment a more somber, horror-inspired tone — this means environment twists that are darker than her usual style. As she thinks about this, an image of a portal opening up and pulling in hapless citizens of Rook City pops out in her mind. She decides it would make a great Green major twist for the environment.

HELP! IT'S GOT ME!

Description
A storm rift opens up nearby and creates a powerful vacuum effect, slowly pulling in cars and other large objects.

Action
Roll the environment's dice and Hinder one hero with the Mid die.

Resolution
☐ Rescue

Outcome
A few screaming citizens are hanging on for dear life as the rift pull gets stronger and stronger. Saving them requires an Overcome action before the next environment turn or they get pulled in and vanish.

Trigger a Doomsday Device

As a more extreme version of creating challenges, you can trigger a doomsday device (pages 197-199) inherent to the environment. A volcano threatening to explode, a base's self-destruct mechanism, or a reactor meltdown are all good examples. Just remember that not all environments need a doomsday device and make sure not to use more than one when you do decide to create one.

EXAMPLE

The Eldritch Storm's Over Rook City has a clear catastrophic end game. Jennifer envisions some sort of dark, horrid, unfathomable being from another dimension opening up countless rifts into Rook City and emerging from all of them at the same time! She knows it makes no sense, but she likes the idea of a Lovecraftian-inspired evil defying the laws of reason, physics, and magic.

She creates the following Red major twist:

RED
MAJOR TWIST
It Is Nearly Here: If the scene tracker hits the last space, hundreds of immense rifts open, bringing the Eldritch Elder through each of them, destroying most of the city. The heroes can only prevent this by finding the location of each grand cultist and putting an end to their rituals before it's too late.



Adding Additional Effects

As you've seen in some previous examples, don't hesitate to add more than one effect in a given twist. Since the environment rolls three dice whenever it comes into play, you can assign dice to different effects. This allows you to use a simple list of mechanics to create a multitude of twists that feel vastly different, and it's a good way to make Yellow and Red twists more troublesome. The table below provides guidelines to mix and match effects.

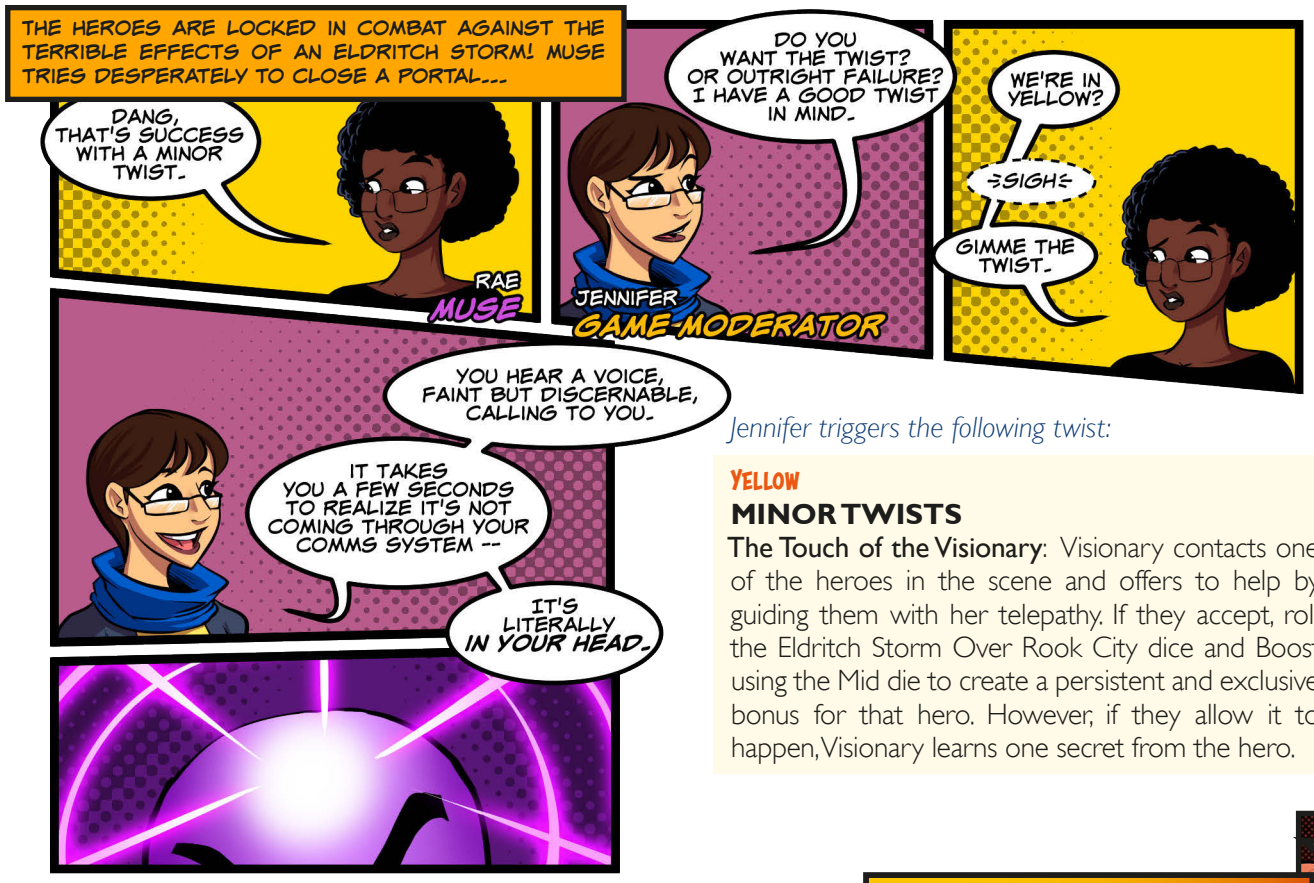
Powerful Entities as Environment Twists

Sometimes you want a powerful entity to play a role in a scene without being central to it. In such cases, instead of keeping a character sheet for that entity, you could create twists that represent their impact. Just create its effects and frame them as the actions of an outside entity.

Environmental Twist Strength Guidelines

Environmental Effect	Color	Minor Twist	Major Twist
Environment or Powerful Entity Basic Actions	Green	**One target** • Use Mid **All targets** • Use Min	**One target** • Use Max **Two targets** • 2 actions using Mid then Min **All targets** • Use Min
	Yellow	**One target** • Use Max • Use Mid (persistent and exclusive) • Use Mid + other effect using Min **Two targets** • 2 actions using Mid • Use Min (persistent and exclusive) **All targets** • Use Min	**One target** • Use Mid+Min • Use Max (persistent and exclusive) • Use Max + other effect using Mid **Two targets** • 2 actions using Mid • 2 actions using Mid then Min (one of them persistent and exclusive) **All targets** • Use Mid • Use Min (persistent and exclusive) • 2 actions: Max on one then Min on others
	Red	**One target** • Use Max+Min • 2 actions using Max (one of them persistent and exclusive) • 2 actions using Max then Mid (one of them persistent and exclusive) • 2 actions using Mid (Both persistent and exclusive) **Two targets** • Use Mid (persistent and exclusive) • 2 actions using Mid then Min • 2 actions using Min (persistent and exclusive) **All targets** • Use Mid • 2 actions: Max on one then Mid on others	**All targets** • Use Max • 2 actions using Mid (persistent and exclusive) • Use Mid then another effect

Environmental Effect	Color	Minor Twist	Major Twist
Add Threats (Allied, Hostile, or Neutral)	Green	• Add a single minion	• Add Min minions • Add single minion and another effect • Add single lieutenant
	Yellow	• Add Mid minions • Add Min minions and another effect • Add single lieutenant threat	• Add Mid minions and another effect • Restore all minions threats to full strength • Add single lieutenant and another effect • Add single, more powerful lieutenant
	Red	• Add Max minion threats • Add single, more powerful lieutenant • Restore single lieutenant threat to full strength	• Restore all minions and lieutenants to full strength • Add single, more powerful lieutenant and another effect
Create a Challenge	Green	• Add simple challenge	• Increase difficulty of existing challenge
	Yellow	• Add a timed or multi-step challenge	• Add a simple challenge and another effect
	Red	• Add a timed or multi-step challenge and another effect	• Activate doomsday device
Advance the Scene Tracker	Green	N/A	Advance scene tracker by one space
	Yellow	N/A	Advance scene tracker by one space
	Red	N/A	Advance scene tracker by one space



Jennifer triggers the following twist:

YELLOW

MINOR TWISTS

The Touch of the Visionary: Visionary contacts one of the heroes in the scene and offers to help by guiding them with her telepathy. If they accept, roll the Eldritch Storm Over Rook City dice and Boost using the Mid die to create a persistent and exclusive bonus for that hero. However, if they allow it to happen, Visionary learns one secret from the hero.

EXAMPLE

Jennifer designs the rest of her Eldritch Storm Over Rook City environment by adding the minor twists that were missing. As she creates her final Red minor twists, she's struck with inspiration and imagines a second threat for her scenario. She renames her Lovecraftian horror the Faceless Elder and creates Faceless Elder Tentacles. Mind-boggling appendages so alien and horrific, they are nearly indescribable.

She then returns to the earlier Red twist that she called IT IS NEARLY HERE. She adds it to the Major Twist section of the Red zone.

As a result, she now has a completed, ready to use environment! Bask in the horror!

ELDRITCH STORM OVER ROOK CITY

DIMENSIONAL RIFTS d8
HORRIFIC DISTORTIONS d10
MALEVOLENT CHAOES d8

GREEN

MINOR TWISTS

A Rift Opens: A storm rift opens and closes near one hero, releasing a stunning thunderclap. Roll the environment's dice and Hinder one target with Mid.

Imp Raid: A clutch of Storm Imps swoop, strike, and flee. Roll the environment's dice and deal Min damage to all heroes in the same location.

MAJOR TWIST

Help! It's Got Me: A storm rift opens up nearby and creates a powerful vacuum effect, slowly pulling in cars and other large objects.
Roll the environment's dice and Hinder one hero with the Mid die.

☐ Rescue

A few screaming citizens are hanging on for dear life as the rift pull gets stronger and stronger. Saving them requires an Overcome action before the next environment turn or they get pulled in and vanish.

YELLOW

MINOR TWISTS

The Touch of the Visionary: Visionary contacts one of the heroes in the scene and offers to help by guiding them with her telepathy. If they accept, roll the Eldritch Storm Over Rook City dice and Boost using the Mid die to create a persistent and exclusive bonus for that hero. However, if they allow it to happen, Visionary learns one secret from the hero.

Eldritch Bolts: The vortex of clouds and malevolent energies of the storm react to your presence and strike! Roll the environment's dice. Deal Mid damage to one hero and Hinder another with Min.

MAJOR TWIST

Storm Portal: A rift opens nearby, releasing horrors beyond comprehension. Roll the environment's dice and add a number of d8 Storm Imps equal to the Mid die.

RED

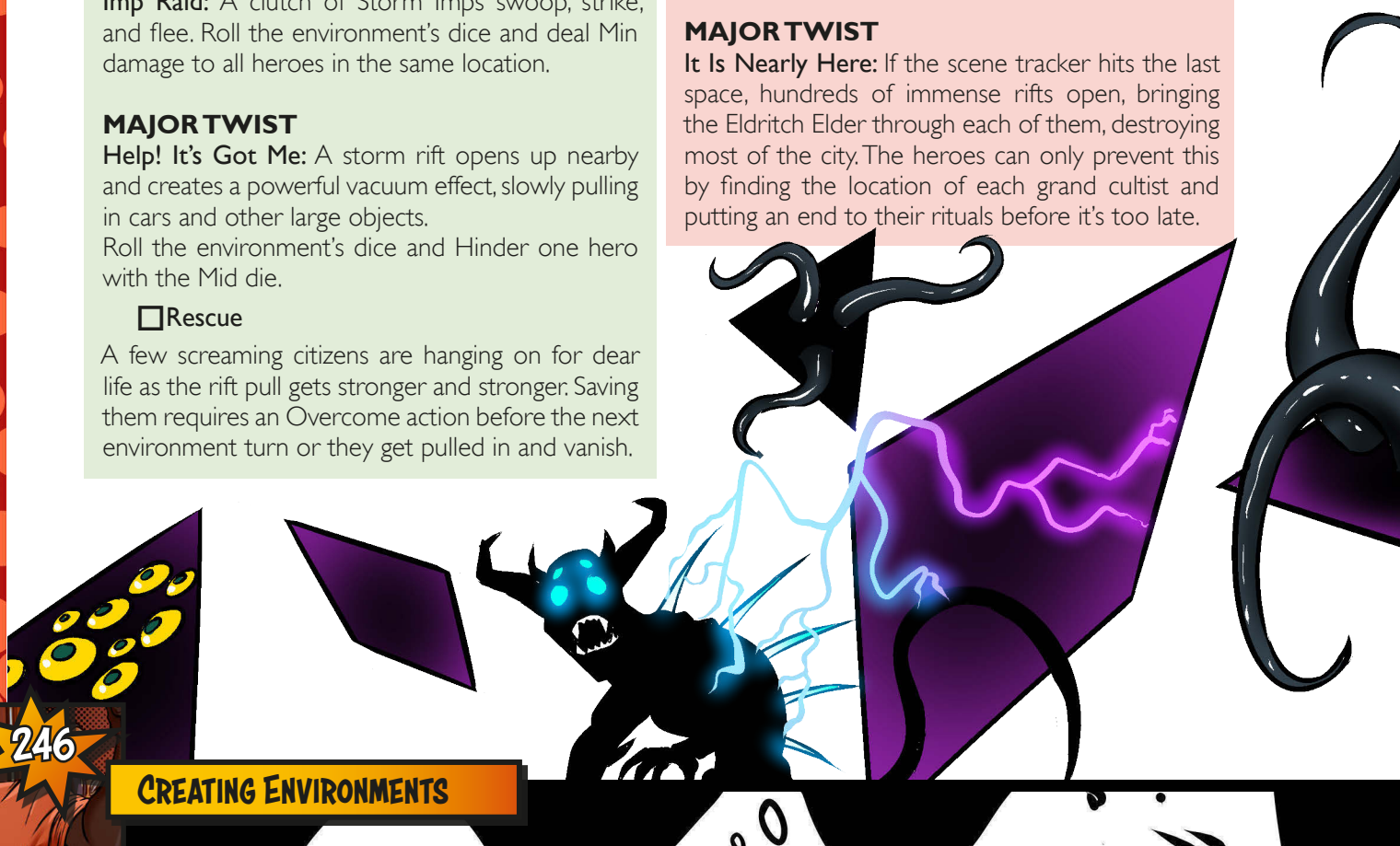
MINOR TWIST

Exploding Imp: A micro rift opens inside a Storm Imp, making it explode into several more! Roll the environment's dice, deal Max damage to one hero and add Mid d8 Storm Imps to the location.

Not Tentacles, again!: A tremendous rift open in the storm and the Faceless Elder extends one of its miles long tentacles smashing almost everything in the location. Roll the environment's dice and deal Max damage to all targets in one location. Add a Faceless Elder Tentacle to the scene.

MAJOR TWIST

It Is Nearly Here: If the scene tracker hits the last space, hundreds of immense rifts open, bringing the Eldritch Elder through each of them, destroying most of the city. The heroes can only prevent this by finding the location of each grand cultist and putting an end to their rituals before it's too late.





Storm Imps
8 Minions (1 per hero)

Description

Made from bits and pieces of whatever the Storm pulled into its Rifts, deformed beyond recognition into horrid clawed and winged vaguely humanoid monstrosities. They fly all over the place, seemingly immune to the pulls of the Storm, ripping chunks of whatever they can get their claws into and throwing them back into the Rifts they came out of.

Ability

Internal Storm: When Storm Imps Attack, they can convert 1 point of damage to a persistent and exclusive penalty.

The "Internal Storm" ability above does not feature in the chart shown on pages 244-245, but it is an example of creating your own minor game mechanic to grant an ability that fits your needs. In this case, Jennifer wanted a versatile, yet easy to use threat that could cause lasting effects and deal damage at the same time.

Faceless Elder Tentacle
10 Lieutenant

Description

Even your worst nightmares can't fathom the form and size of this manifestation of alien evil. "Tentacle" is the only approximate concept that corporeal beings of this realm can associate to whatever this miles long thing sticking out of a storm rift is.

Ability

Painful Flail: Whenever a Faceless Elder Tentacle Attacks, it automatically deals its damage to all targets in the same location (except other manifestations of itself). Each time after a Faceless Elder Tentacle Attacks, it is reduced one die size.

Bringing Issues Together

Whether you like creating your stories in advance or prefer to improvise them on the spur of the moment, the issue structure can help you organize your play sessions. Each issue tends to have around 2-3 action scenes plus any connecting social and montage scenes.

While it's possible to have issues that lack any fight scenes whatsoever, remember that action scenes don't necessarily have to feature combat. The concept of "action" scenes includes scenes where the heroes have to resolve dangerous situations to save lives or avoid dire consequences for themselves. Dealing with natural catastrophes, negotiating with trans dimensional aliens, and saving people stuck in a blazing office tower are among many examples of scenes focused on challenges that don't require fighting.

Montage and social scenes are usually simpler to create. They most commonly arise unplanned during play when players engage amongst themselves or with key GM characters. When that happens, go with the flow and add whatever element you feel the scene needs to be fun for everyone.

When you want to plan a social scene in advance, decide if you think heroes will need to Overcome some challenges and jot down what these scenes aim to achieve, what kind of information GM characters can impart, and what they may require from the heroes in exchange for that information.

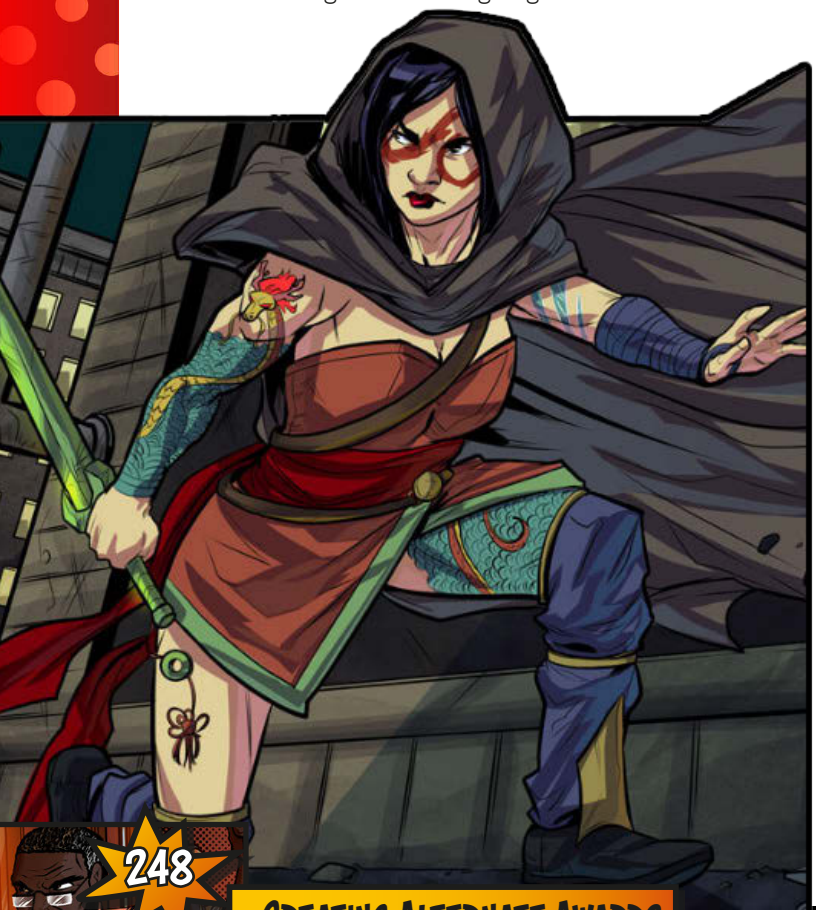
Montage scenes exist to let heroes recuperate between conflicts and to let them do a series of minor actions that don't require any specific roll, except possibly to create bonuses for the next scene (page 32). Don't forget to plan a few of those in issues that have several action scenes, especially hard ones (See Creating Action Scenes on page 184).

All types of action scenes can be sketched out in advance using the Creating Action Scenes guidelines, or tossed together at the spur of the movement using this rule of thumb: Add one challenge, minor villain, or group of minions/lieutenants per hero in the scene. Don't hesitate to mine this book and any published supplements for major villains and environments if you want to create bigger, more complex scenes on the go.

Decide how linear you want your stories to be. Do events unfold according to some grand design outside the influence of the heroes' actions? Are the heroes always just one step behind the villain, catching up and stopping each successive scheme in the nick of time?

Alternatively, do events unfold in different ways based on what heroes do and say? Do you want events to react to the actions of the heroes? In that case, you may want to have several scenes ready to be played out of order or plan more than the number you may end up running, letting the story follow where the heroes want. This may be especially relevant to you when you let a story shape itself by the numerous minor and major Twists brought into play by the heroes' antics. In such cases, the "issue" isn't so much a set number of scenes occurring in a precise order, but a more organic recounting of what happened in a session.

Either way, be mindful and try to avoid planning out the plot of an issue too much. When you write too much in advance, you make assumptions about what heroes might do and how they could respond to challenges — it's the players' job to decide those things. If you fight against that, trying to force the players to make a certain choice or proceed along one particular path, the game feels forced and becomes what RPG veterans call a "railroad" — as in, the plot is on rails and none of the hero players can change where it's going.



Alternate Rewards

As they play through issues, heroes gain hero points that they must spend to convert into bonuses to be used in the following issue. This helps a team better deal with threats and challenges facing them from one story to the next. Certain characters, however, may have powers that aren't well suited to using bonuses and may want some other way to spend the points they've accumulated. Or the story may develop in a way that you want to give the heroes some other benefits to their hero points.

As the GM, between issues, you may want to offer some of the following rewards:

Sidekick

If a hero has a sidekick that's best represented as a simple character, you can buy a minion with hero points. The minion acts on its own, at the start of your turn. If the minion survives a scene, it can recover one die size automatically. If it's knocked out entirely, it can't be revived for the remainder of the issue.

Sidekick Die Size	Cost
4 minion	2 hero points
6 minion	3 hero points
8 minion	4 hero points
10 minion	5 hero points

Favor from a Contact

You've established a useful contact in your recent adventures or you've contacted one of your old contacts to inform them you're planning on calling in a favor soon. The contact might be an individual (superpowered or otherwise), an organization, or even some sort of otherworldly entity, depending on your background and the scope of your recent actions that result in this contact.

The help proffered by this contact takes the form of a free Attack, Defend, or Overcome basic action (using the Mid die) taken as a reaction. The more hero points spent, the more skilled the contact and the better the dice pool they use to take the action.

Contact Die Pool	Cost
4 4 4	1 hero points
4 6 8	2 hero points
6 8 10	3 hero points
8 10 12	4 hero points
12 12 12	5 hero points

Temporary Ability or Improvement

Sometimes, a concordance of events might temporarily enhance someone's powers in a way that would last an entire issue. These effects last for the issue or until the source is removed. The same ability or enhancement should not be bought for multiple issues in a row.

Benefit	Cost
Gain a temporary Red ability that you have the prerequisite power/quality	2 hero points
Temporarily upgrade one of your Red abilities to a Yellow ability	4 hero points
Temporarily upgrade one of your Yellow abilities to a green ability	3 hero points
Increase 6 power/quality to 8	2 hero points
Increase 8 power/quality to 10	3 hero points
Increase 10 power/quality to 12	4 hero points

Creating Collections

According to the Collection section on page 32, a collection happens every six issues and is intended to represent a story arc, but your story can continue. In comics, sometimes a storyline encompasses more than a single trade paperback collection.

It's helpful to brainstorm a list of possible issues within a collection, but like with railroading in a particular issue, don't keep to a single path. In fact, building in multiple paths and directions as the story twists and turns is useful to think about up front so you're not caught scrambling when the heroes go in an unexpected direction.

It's also a good idea to anticipate and look for opportunities for plot elements you know the players want to experience. Sooner or later the heroes need to attack the villain's volcano lair, or have to fight that cybernetic tyrannosaurus, so those are set pieces you can plan for — even if the road to getting there is one the players direct.

You can also play the odds by anticipating what the heroes will *probably* do and planning for that. That's exactly how pre-written adventures work, setting up scenarios and trying to anticipate how the heroes could deal with those challenges. But you never can tell for sure what's going to happen until it happens, so be ready to be flexible!

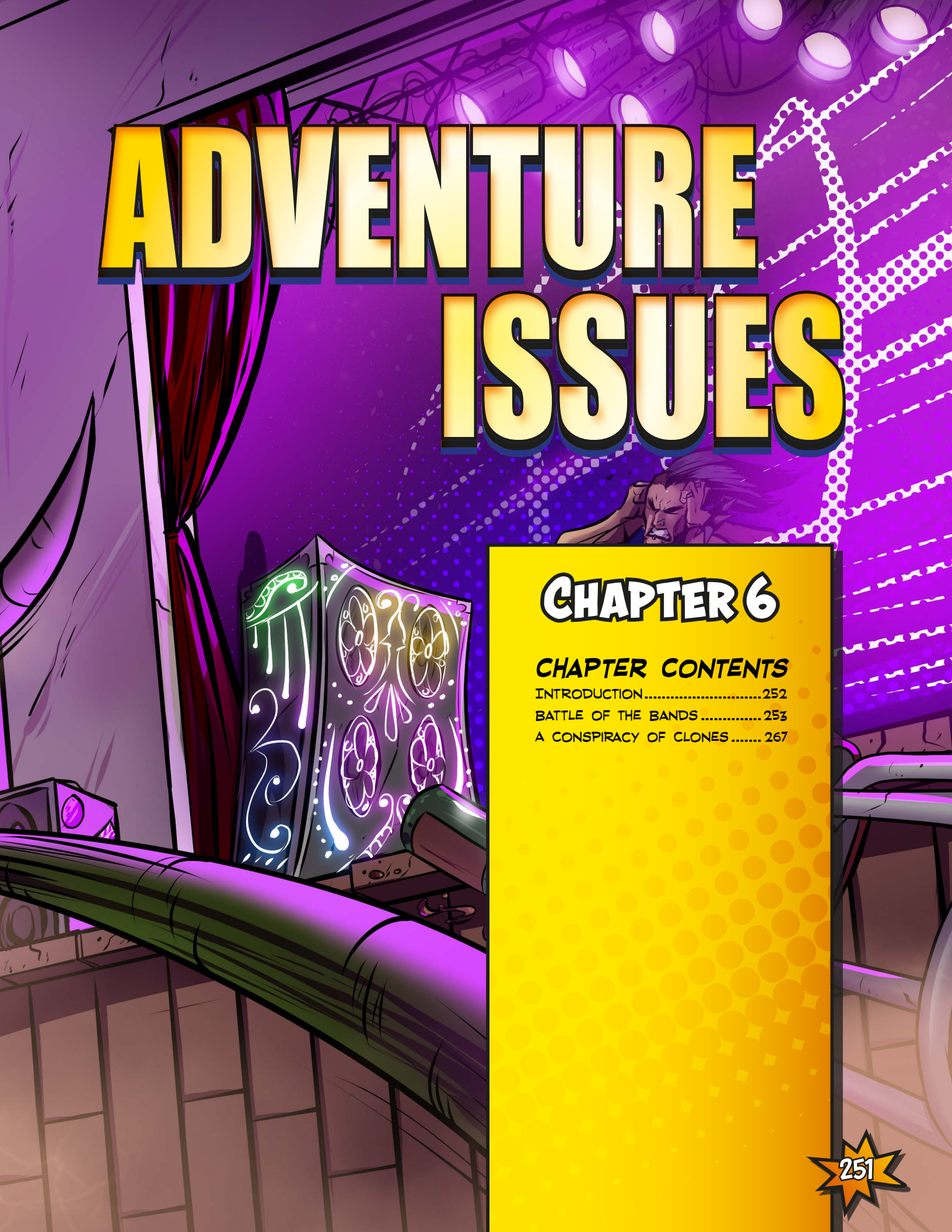
Wrapping Up a Collection

The last issue of a collection can mean the heroes have the opportunity to make some changes, from minor to major, as described on pages 142-143. What this means while planning that final issue is you can set up the heroes to offer them some options that inspire some changes.

Most importantly, you don't have to strictly follow the rules in what you offer the heroes, as long as what you're doing fits with the story and character development. Here are some examples:

- With their dying breath, a hero's mentor bequeaths the hero a powerful weapon. You let the hero add a Signature Weaponry 10 to the powers section of their sheet. If the hero adopts that weapon permanently, they can use the rules to swap one of their existing powers to adopt it permanently, or decide it's not for them long term.
- A hero with the principle of whispers finally manages to purge themself of the evil voice that has been tormenting them. Though that decision may end up having consequences in the next story arc, the hero is set up to swap that principle for a new one that represents their new life.
- An important discovery tells the heroes that the villain is weak to weapons made of silver. The heroes load up with silver bullets and inlaid daggers. You tell the heroes that any Attacks with those weapons will inflict their Min die as a Hinder when Attacking the villain. Afterwards, one of the heroes decides to adopt the silver weaponry as a regular armament and changes the names of their abilities and outfit to match.





Chapter 6

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A Conspiracy of Clones 267

Introduction

This chapter contains two adventure issues, ***Battle of the Bands*** and ***A Conspiracy of Clones***. They are both ready to be run for a group of heroes, though they each have been created with different purposes. We'll get more into the specifics in their sections below.

If you're a hero player who is likely to play in either of these adventures, we recommend you do not read ahead. However, if you're a GM intending to run one of them, the best place to start is to read the entire adventure first. Having an idea of what elements exist for you to use in each scene is incredibly helpful when running the game.

Each adventure issue is made up of these sections:

- **Issue Background:** the story leading up to the point of where this adventure issue begins
- *Issue Structure:* the events of this adventure issue, told in a few paragraphs to give GMs an overview of what's happening
- **Scenes:** the playable parts of the adventure issue, including scene trackers, challenges, threats, possibly an environment with its own twists and threats, and a conclusion
- **Aftermath:** what happens after the end of the last scene, including possible story hooks for what could happen next issue

Let's dig into each of these adventure issues and what makes them unique!

Battle of the Bands

This adventure issue is intended to be run for two to five of the heroes from the team Daybreak, found on pages 324-345 of Chapter 7. It's a specific story about the villain team Helfyre and their heavy metal villainous plot, and the plucky teenagers that work together to stop them!

Battle of the Bands is a great issue to run as a first time GM, or for any players new to the system. It's built to be played in one sitting, and it uses heroes already created to help reduce player overhead. This issue has only two scenes, and both are relatively simple. Neither involves an environment, and the challenges and twists are fairly straightforward.

Not to say that it's not an interesting or worthwhile issue — far from it! Scene 2 involves a fight against a team of villains during a rock concert, which is a pretty cool set piece. Note that the villains in the second scene are mostly the same as the versions found in Chapter 7, but specifically without any upgrades or masteries. When using a team of villains, they don't get upgrades or masteries, as they have teamwork instead!

If you have a group of players that want to play their own heroes, but you think ***Battle of the Bands*** would work well for them, that's possible with a few tweaks. There is information for adapting the issue to a different group of heroes at the end of the adventure on page 266.

A Conspiracy of Clones

This adventure issue is a peek at the complexities possible within ***SCRPG***. Unlike ***Battle of the Bands***, this adventure issue is not written with a specific set of heroes in mind, and even has elements that will react to whatever type of heroes the players are using. But be careful: in this adventure, you don't know who is real, and who is a clone!

A ***Conspiracy of Clones*** has three scenes, each with their own environment specific to this story. The players will learn about the clones in the first scene, investigate where they came from in the second scene in a sprawling, interactive environment that will put their problem-solving skills to the test, and finally face the mastermind behind everything in the third scene, as well as some foes with far-too-familiar faces.

The villain in the third scene is a solo villain, so they have upgrades and masteries at their disposal, but note that the villain isn't a particularly sturdy one. This villain isn't a front-line fighter, but one that uses minions and lieutenants to do their dirty work while they scheme in the shadows — make use of that scheming to bring more minions into the scene and monologue at the heroes' expense.

This adventure issue has so many twists and turns that it's possible for it to take more than one session of play to complete. That's totally fine, just take note of where you are, record it as an issue played, and pick up the next time with another issue — an adventure issue doesn't necessarily have to be completed in one issue of play. And who doesn't love a good "to be continued…"?


SENTINEL COMICS
#4
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Battle of the Bands

A.K.A. "Noise Pollution"

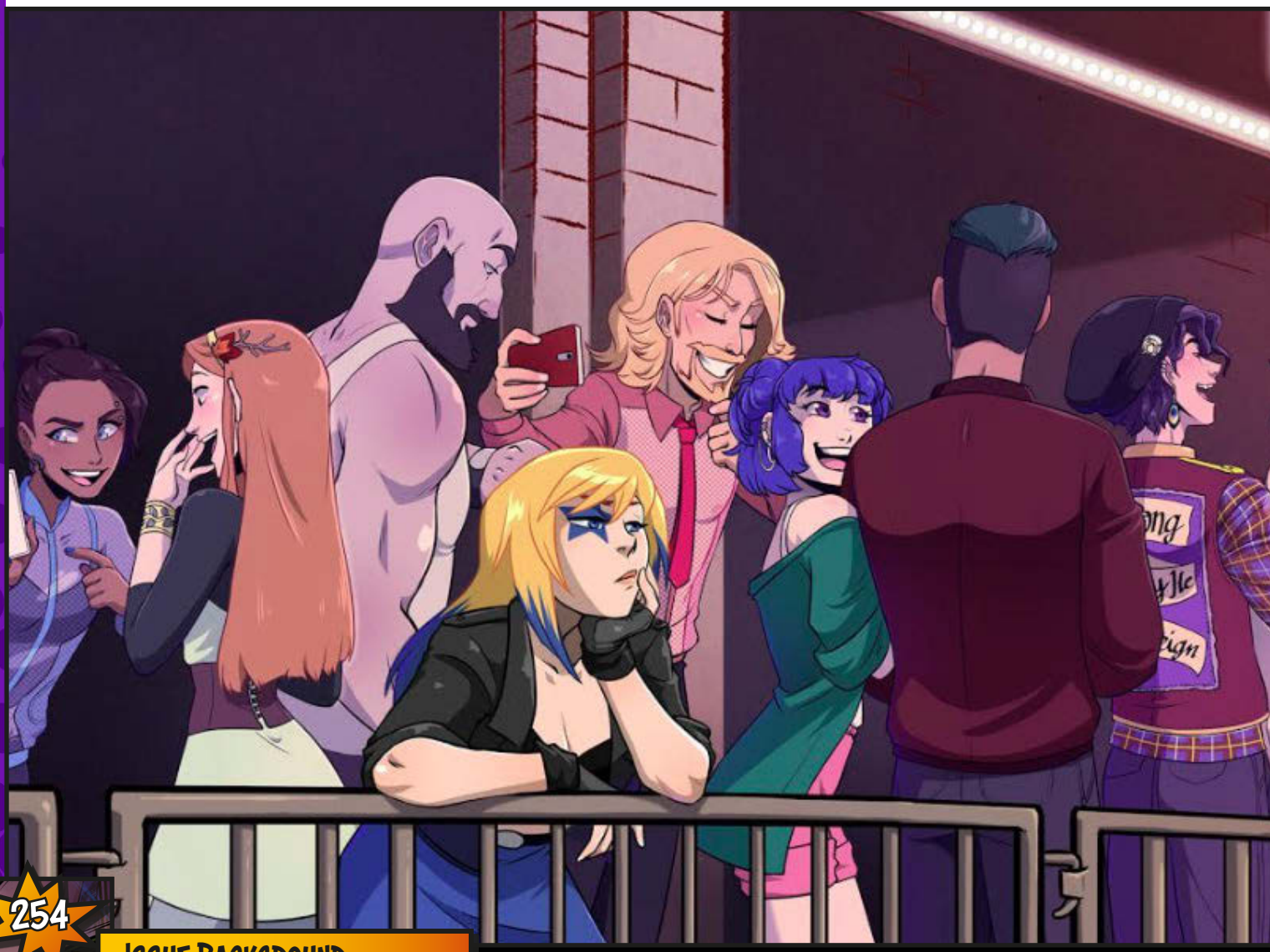
"Battle of the Bands" is an introductory issue for the heroes of Daybreak. Rockstar is the only hero required for the issue, and up to four other members of Daybreak can be included depending on how many players you have. On page 266, you can find advice on adapting this issue for other teams, including your own custom heroes.

Issue Background

The villainous death metal band ***Helfyre*** was formerly known as the Crackjaw Crew, a rock band/band of small time crooks who received powers due to the whims of the cosmic entity known as Wager Master. They performed a string of minor acts of villainy, but were able to stay out of jail through various means, or at least were never incarcerated for very long. The Crackjaw Crew were not generally viewed as a major threat by the various heroic groups.

Recently, Drudge — a vampire who left the Court of Blood in search of a different lifestyle from other vampires — joined the group. As a result, the band has adopted a more metal attitude (and musical style) and changed their name to Helfyre. And Helfyre is over getting their butts kicked. With their new vampire ally's help, they've managed to steal a device from the site of a conflict against the forces of OblivAeon. This device, known as the Cosmic Antenna, is designed to channel cosmic energy to empower those around it. However, the device was originally designed by the super scientific speedster Tachyon for use by the magical magician Argent Adept… which means it needs some major musical mojo to get it started. With a plan to get the most out of this device, Helfyre worked with their booking agent to set up a concert at a local Megalopolis club called The Cavern.

Unfortunately for Helfyre, the club booked the worst opening act possible for them: Megan "The Hammer" Lee A.K.A. the hero known as Rockstar.



Issue Structure

The issue opens with the heroes already at the concert venue called The Cavern, where Rockstar is booked to perform under her rock-and-roll stage name "The Hammer". Sure, Rockstar likes to think of herself as, well, a rock star. But there's just one problem: she doesn't have a band. Or any songs. Or any fans. OK, there might be more than a few problems. But none of that is going to get in the way of Rockstar's dreams of fame!

In the first scene, the members of the hero team Daybreak — other than Rockstar — can either be part of the performance if they're up for being part of Rockstar's ill-considered plans (despite the others having no real musical talent), or be supportive teammates in the audience. Not long into Rockstar's performance, members of Daybreak may notice a few things that are off. If the heroes start poking around, some members of the crowd and the bouncers get aggressive with the heroes.

After the heroes try their best to get the situation under control, they get seriously upstaged by the appearance of the headliners: the death metal band known as Helfyre. Surrounded by a glowing red force bubble created by Snare, the band and their stolen device, the Cosmic Antenna, begin siphoning the energy of the crowd to draw in more power. Daybreak will likely want to stop them, as the music they play combined with the power of the Cosmic Antenna saps the strength and willpower of the audience locked in The Cavern!

Each member of Helfyre is not too much of a challenge on their own, but as a band working together, they can be a significant threat. Plus, as long as one of them is still playing music and not entirely distracted by fighting the heroes, the power and will of the audience will continue to wane. Thus, the longer the fight/concert goes on, the more power Helfyre channels. The heroes must find a way to exhaust the force bubble so they can get to Helfyre before they absorb so much power from the Cosmic Antenna that they become unstoppable!



Intro
Playing the Game
Creating Heroes
Moderating the Game
The Bullpen
Adventure Issues
The Archives
Appendices

Opening Act

The Situation

The issue opens backstage at The Cavern, a small music venue in Megalopolis that features local bands. The heroes are talking with the booking agent for the club, a balding, middle-aged man in an oversized suit, Perry Donaldson. Perry seems disinterested in providing much of any information about the show — not for any sinister reason, just his general disinterest in anything that's not about how much cash he's taking home. Rockstar is free to perform by herself or with any number of other members of Daybreak who are willing, and a variety of musical instruments have been setup on stage for their use, if they want. Anyone who doesn't want to perform (which, considering that Rockstar is the only one with any musical training, might be everyone else) is free to hang out in the crowd.

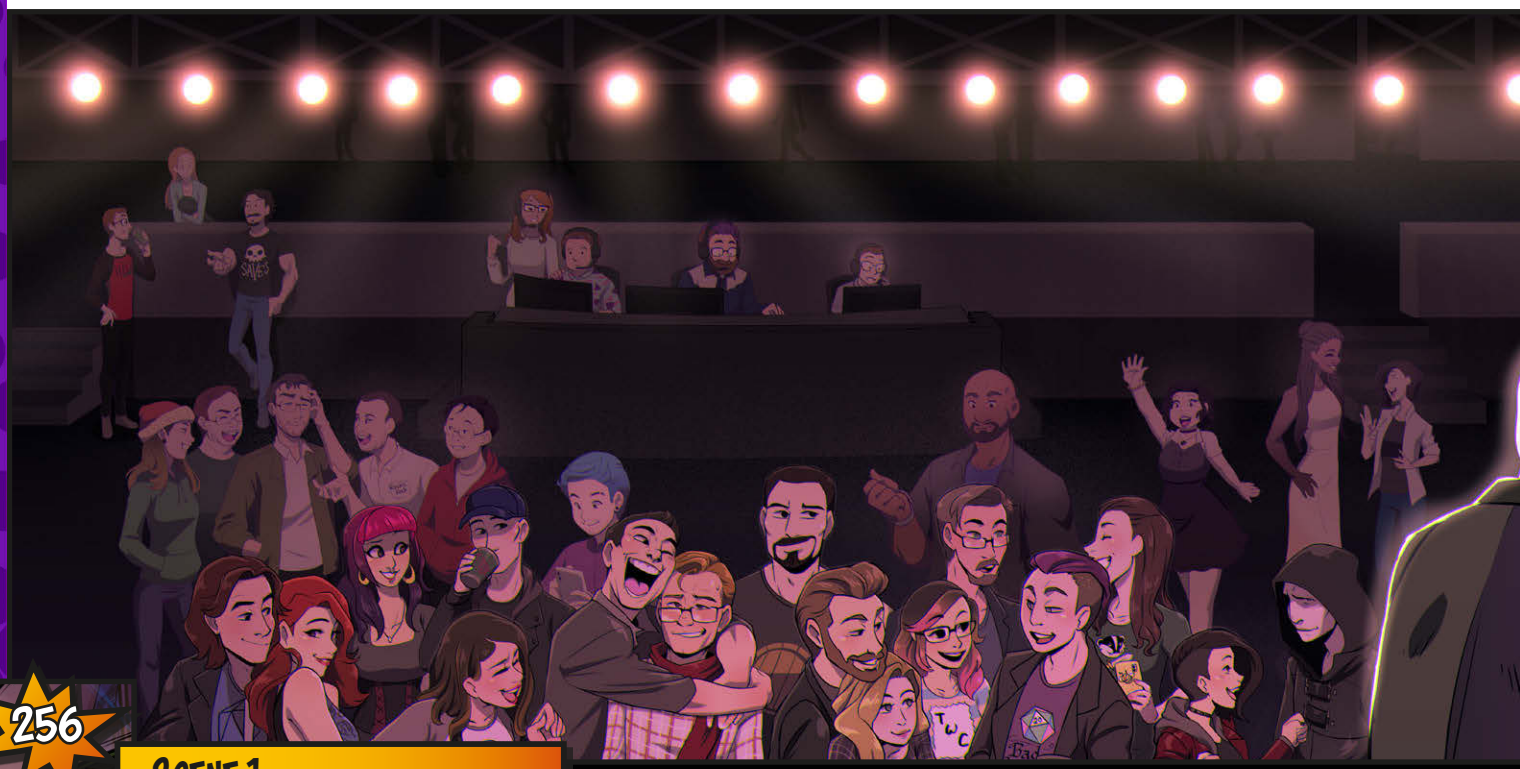
Perry doesn't know much about the headlining act. They're a gothic death metal band who recently reinvented themselves and were willing to take a hit on expenses to get more people in to see them. Perry is going to handle the intros, so all Rockstar has to do is perform for 20-ish minutes and then get out of the way of the main act.

Once all that is settled, Perry introduces Rockstar, and the concert begins, starting with Rockstar making an Overcome action on the See A Million Faces challenge.

Running the Scene

Scene Tracker





SEE A MILLION FACES (AND ROCK THEM ALL)

DESCRIPTION

Rockstar is on stage, along with any heroes willing to help out. The crowd doesn't care, so it's up to her to grab their attention and become a legend! (Ask Rockstar the name of the song she's playing.)

ACTION

On her turns, Rockstar attempts to Overcome this challenge. Other heroes on stage may use their turns to either Boost Rockstar or to attempt to Overcome. But be careful: upstaging Rockstar might have long-term consequences for team relations!

RESOLUTION

- ☐ The crowd begins to warm up to the music.
- ☐ Some dancing and headbanging ensues.
- ☐ A stellar performance! The crowd cheers!

OUTCOME

When all three parts of this challenge have been overcome, proceed to the Conclusion, but that's not the only way that this scene could end. See the Conclusion on the next page for more info.

POTENTIAL TWISTS

MINOR TWISTS

Demoralized: Hinder self with Min die.

Guitar Strings Snap: Reduce your Quality die by one size for your next Overcome attempt at the See a Million Faces Challenge.

MAJOR TWIST

Aggressive Hecklers: Ⓗ/2 Moshers climb onto the stage to try to disrupt your performance.

Ⓗ always equals the number of heroes in a scene.

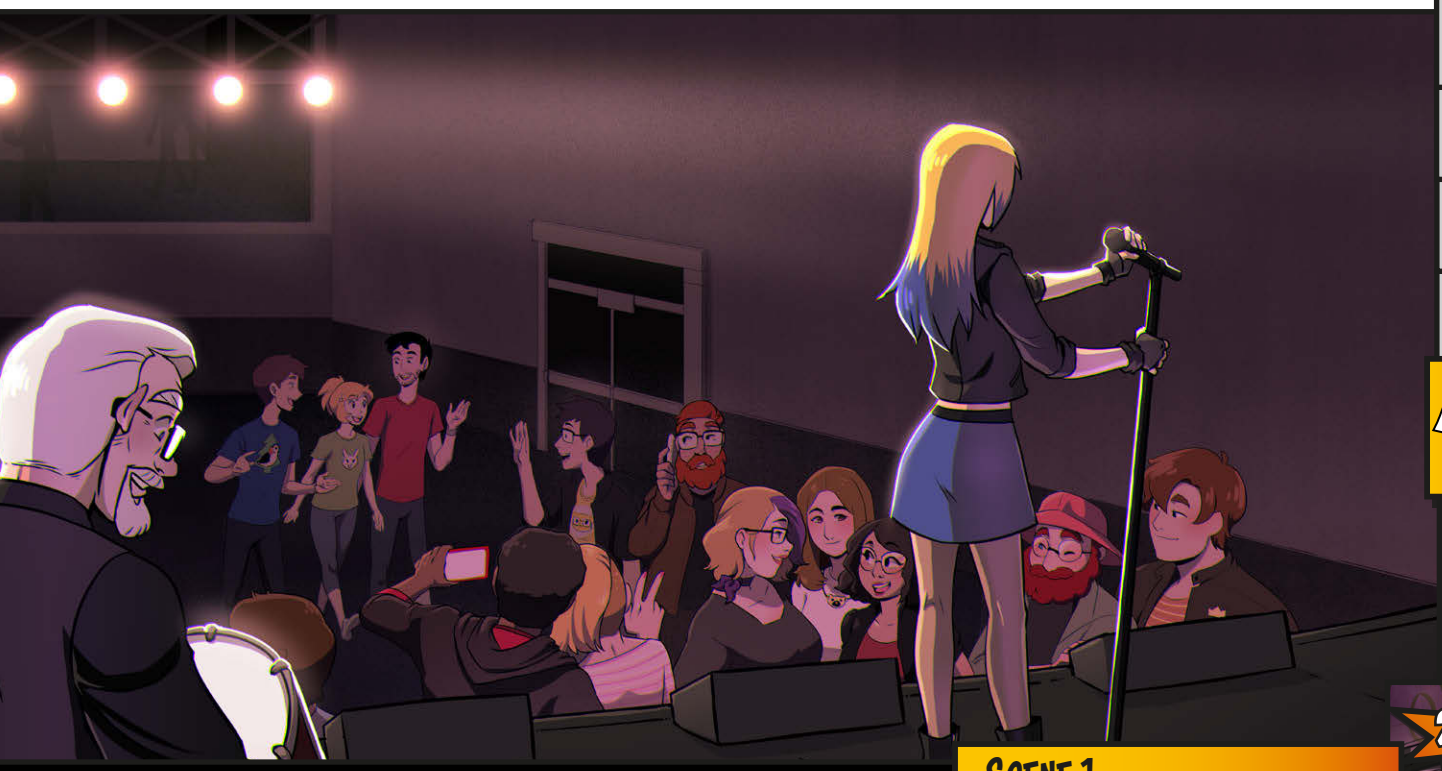
Other heroes can either try and play for themselves with an Overcome check, even if they don't necessarily have an exact appropriate quality. For example, Muerto might just possess a musical instrument directly and play that way. Or they might whistle, cheer, or otherwise encourage the band by making a Boost for their Overcome roll.

For any hero that isn't sure what to do, or otherwise moves their attention away from the stage, they can notice that a few strange things are happening.

First, the exits to the club are closed, and nobody seems to be entering the club. If they specifically investigate the doors, they also notice that a few frustrated audience members trying to leave can't manage to get the doors open. In short order, they're interrupted by the club's bouncers and sent back into the crowd.

Secondly, the building is suddenly without any kind of cell service. It's clear that something is happening in the area.

Any heroes in the crowd who approach the exit doors find themselves face to face with club security. The bouncers shove them back into the crowd, potentially starting a conflict involving both moshing dancers and surly bouncers.



SCENE 1

Threats

Moshers
6 Minions (2 per hero)

Description
These flailing dancers want more! They're climbing onto the stage! They're making a mess, and they don't have a lot of respect for the show or personal boundaries, apparently.

Ability
Thumpin!: Roll the minion's die when knocked out. On a 1, they got knocked down, but get back up again at a 6.

Bouncers
8 Minions (1 per hero)

Description
These large and strong no-nonsense club security staff are going to keep the peace at all costs. They're oddly focused on keeping the doors shut.

Ability
Quiet the Riot: Bouncers have +1 to all rolls to make Hinder actions.





Conclusion

The performers on stage can continue to play for the crowd (which will keep them distracted and entertained) or stop playing in order to help with the bouncers and moshers. If the heroes are not investigating the club — either because all of them are on stage performing or because those in the audience are focused on the performance — the scene ends with the completion of the See A Million Faces challenge. Rockstar has actually managed to complete her first real gig! Too bad she's about to be majorly upstaged. Otherwise, if a fight has broken out and Rockstar stops playing, when the groups of minions are defeated, the next scene begins.

If The Scene Tracker Reaches The End

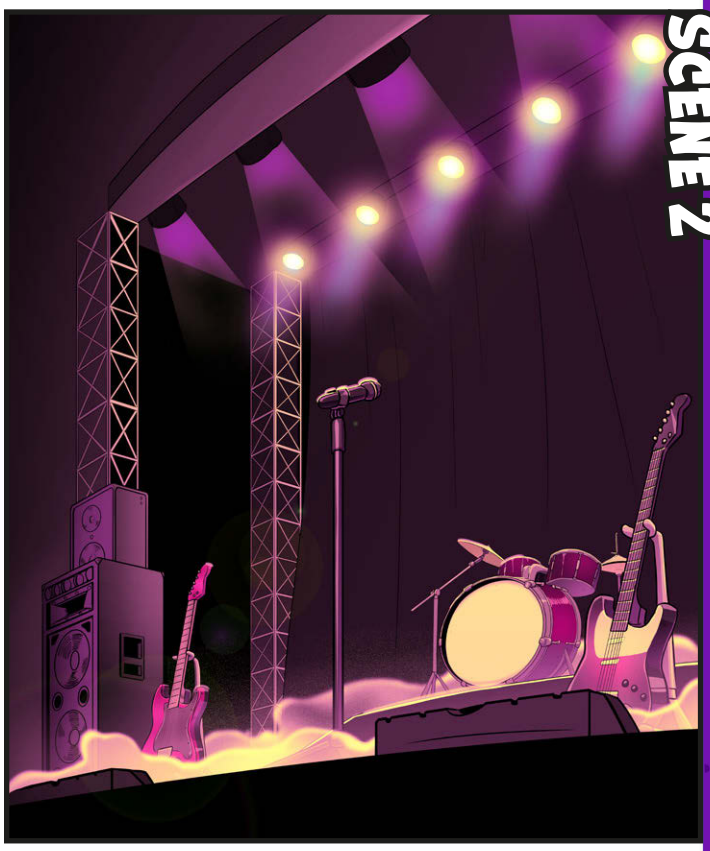
If the scene somehow reaches the end of the red zone with both the challenge left uncompleted and the moshers and bouncers undefeated, still move on to the next scene, but the heroes are even more unprepared for what is to come.

Any heroes in the audience are so thoroughly shaken up by the milling crowd that they don't have a chance to react properly to what is clearly a new threat. Anyone still on stage gets dragged off by stage management. They make it clear that Rockstar and her friends will never play in The Cavern again. Whether bustled off stage or jostled in the crowd, each hero rolls their status die and Hinders themself with the result. Set the Scene Tracker for the next scene to halfway through the yellow zone.

Aftermath

When the first scene ends, with either Rockstar's successful performance or the crowd rioting out of control, the loudspeakers of the club abruptly shift over to an announcement: "Ladies, gentlemen, and everyone else, put your hands together and be ready to be entranced by the musical stylings of Helfyre!"

The Headliners



Helfyre rises from beneath the stage on a platform, surrounded by a shimmering bubble of red energy. Everyone and everything on the stage is pushed out into the crowd (and then crowdsurfed away from the stage during the first round.)

Helfyre is already playing the heavy opening chords of the first song when they ascend to the stage. In the middle of their band setup is the Cosmic Antenna. Anyone who calls upon an appropriate quality or principle can tell that the Antenna is likely Tachyon Tech, made by the brilliant super-speed scientist as part of a recent major cosmic event. The Antenna is clearly resonating with the band's overwhelmingly loud music, and as they play, it starts to shimmer with a violent green energy. As the music fuels the Antenna, it sends arcs of energy across the stage, bathing the band in a goth-appropriate color palette. The cosmic energy feeds back into Helfyre, making it clear that the longer they get to play, the stronger they get, and the more the crowd will be affected.

Running The Scene

Scene Tracker

When starting this scene, if the challenge to win over the crowd was completed in Scene 1, the Scene Tracker resets entirely as Helfyre has more work to do to win over the crowd. However, if the previous scene ended in disastrous failure, mark off the four leftmost spaces of the Scene Tracker.





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A few tests determine that the cosmically empowered force bubble being generated by the drummer Snare is impenetrable to simple damage. However, that does not mean it can't be influenced.

DISRUPT THE FORCE BUBBLE

DESCRIPTION

As long as this bubble is active, Helfyre are able to feed on the energy of the crowd by playing their music! It's going to have to come down before something disastrous occurs.

ACTION

On a hero's turn, they may attempt an Overcome to shrink the bubble. Each success forces one member of Helfyre out of the bubble in the order below.

RESOLUTION

- ☐ Screech
- ☐ Drudge
- ☐ Deep Root
- ☐ Blister
- ☐ Snare
- ☐☐ Disable Cosmic Antenna

OUTCOME

Completing the challenge by finally disabling the Cosmic Antenna ends the scene, as detailed in the Conclusion on page 266.

TWIST EXAMPLES

MINOR TWISTS

The Power of Rock: Boost one member of Helfyre still within the Force Bubble with the Min die.

Sound Minions: The Cosmic Antenna spawns (H) 6 Sonic Projections who attack the heroes.

Audience Interference: The crowd, affected by the Antenna, grab at the heroes, Hindering them with the Max die. (If the challenge from Scene 1 was completed, use the Min die instead.)

Cosmic Channel: The Cosmic Antenna produces extra energy, and one of the villains outside the bubble receives a +1 persistent bonus.

MAJOR TWIST

Heavy Metal Thunder: Boost each active member of Helfyre with the Max die.

Collapsing Cavern: The building begins to collapse. If the heroes don't put a stop to the performance by the time the Scene Tracker reaches the next zone, The Cavern will be no more.

OVERCOME ACTION EXAMPLES

- Rockstar can grab her guitar and counter-perform a sweet riff to disrupt the music, creating a disharmonic feedback loop.
- Aeon Girl can use her cosmic nature to alter the flow of energy into the antenna.
- Muerto can haunt a device near the stage to channel current into the bubble from The Cavern's electric grid (but he cannot pass through the bubble even while insubstantial).
- Muse can reach out with her mind to telepathically distract Snare.
- Headlong can hurl frictionless, accelerated objects at the bubble.

Whatever reasonable Overcome action the heroes come up with to take down the bubble should be considered. On each success, the bubble contracts, popping one member of Helfyre outside it… and ready to fight the heroes! While in the bubble, they do not take part in the fight, content to fuel the cosmic antenna with heavy metal! Outside the bubble, they grin and take on the most annoying hero within reach.

SONIC PROJECTIONS

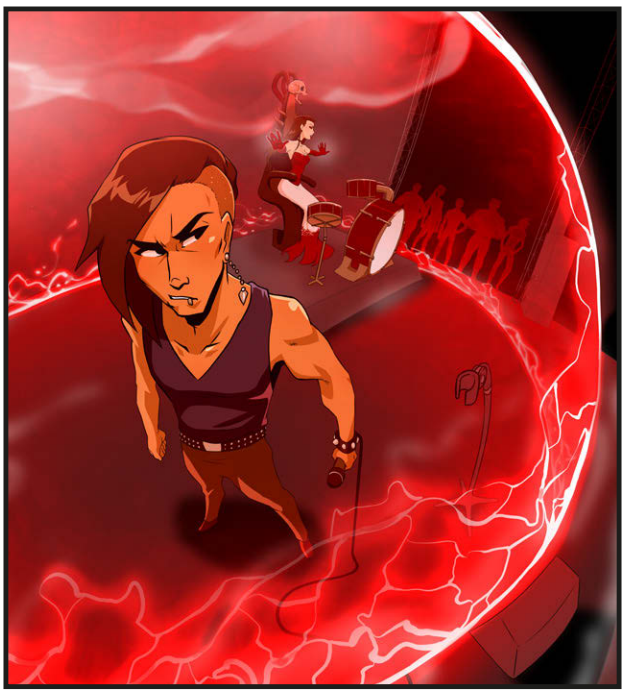
6 MINIONS (1 PER HERO)

DESCRIPTION

These ghostly energy beings seem focused on draining energy from the foes of Helfyre. They move in time with the music.

ABILITY

Conduit: Whenever a sonic projection damages a hero, one nearby member of Helfyre recovers health equal to the amount of damage dealt.



Screech

ALIAS: Damian Belter
APPROACH: Disruptive
ARCHETYPE: Inhibitor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
50	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Leaping	8	Banter	10	3+ Heroes with Penalties	10
Presence	10	Creativity	8	1-2 Heroes with Penalties	8
Sonic	10	Ranged Combat	8	0 Heroes with Penalties	6
Vitality	8	Screamo	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Earworm	R	When Attacked by someone with a penalty you created, Defend by rolling your single status die, and the attacker also suffers that much damage.
	Ring their Ears	A	Attack using Sonic. Use your Max die. A target dealt damage this way Attacks an ally by rolling their single largest power die.
	Scream of Anger	A	Hinder using Sonic and use your Max+Mid dice, or use your Max die and make it persistent and exclusive.
	Shout it Out Loud	A	Hinder multiple targets using Banter. Use your Mid die. You and any nearby allies Defend using your Max die

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SCENE 2

BLISTER

ALIAS: Cinder Azarian
APPROACH: Focused
ARCHETYPE: Fragile

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
30	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Fire	12	Close Combat	8	Green: 30-23	10
Presence	8	Creativity	10	Yellow: 22-12	8
		Hot Licks	8	Red: 11-1	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Blazing Axe	A	Attack one target using Fire. Use your Max die. That target cannot Defend or use reactions against this Attack. Attack multiple other nearby targets using your Min die.
	Blistering Solo	A	Attack using Creativity. Then remove all bonuses from the target.
	Burning Melody	A	Hinder one target using Presence. Use your Max die. Attack that target using your Mid die.
	Sleep Now in the Fire	R	When Attacked with Fire, recover that amount of Health instead of taking damage. When Hindered with Fire, Boost yourself instead.
	Stage Dive	I	Whenever your personal zone changes, you may immediately move elsewhere in the scene.

Deadroot

ALIAS: Silvio Thorne
APPROACH: Generalist
ARCHETYPE: Indomitable

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
65	

POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Constant	DIE TYPE
Awareness	6	Close Combat	6	Always	8
Plants	10	Imposing	10		
Strength	8	Self-Discipline	8		
Swinging	8	Steady Rhythm	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Bark Shield	R	When an ally is Attacked, Defend them by rolling your single Plants die. Boost yourself by that amount.
	Can't Stop the Beatdown	A	Attack using Swinging. Either Hinder that target using Max, or Defend yourself using Min and you and that target end up elsewhere in the scene.
	Photosynthestrike	A	Attack using Close Combat. Use your Max die. Recover Health equal to your Min die.
	Plant Life of the Party	I	Reduce damage dealt to you by 2.
	Writhing Flora	A	Hinder multiple nearby targets using Plants. Boost yourself using your Max die.

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SNARE

SENTINEL COMICS THE ROLEPLAYING GAME

ALIAS: Lilith Black
APPROACH: Dampening
ARCHETYPE: Inhibitor



HEALTH	CURRENT HEALTH
55	

POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Drum Throne	8	Conviction	10	3+ Heroes with Penalties	10
Energy Shields	10	Insight	8	1-2 Heroes with Penalties	8
Sonic	8	Magical Lore	8	0 Heroes with Penalties	6
		Percussionist	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Drive the Beat Home	R	When a nearby hero that you can see invokes a twist, roll your Sonic die as a Hinder against them.
	Encapsulate	A	Hinder multiple targets using Energy Shields. While a hero has this penalty, reduce all their power dice by one size.
	Resonant Shield	R	When Attacked by someone with a penalty you created, Defend by rolling your single status die, and the attacker also suffers that much damage.
	Switch Up the Timing	A	Select a nearby target. Either turn all bonuses on that target to equivalent penalties, or move a penalty from that target to another target that you can see.

Drudge

ALIAS: Jasper Felwind
APPROACH: Leech
ARCHETYPE: Loner

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
45	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Other Villains	DIE TYPE
Infernal	10	Alertness	8	0 Other Villains in the Scene	10
Presence	8	Blood Sucking Fiend	8	1-2 Other Villains in the Scene	8
Vitality	6	Close Combat	8	3+ Other Villains in the Scene	6
		Persuasion	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Consume their Lifeforce	A	Hinder multiple targets using Infernal. Recover Health equal to the number of targets Hindered this way.
	Enthralling Target	R	When Attacked, Defend yourself by rolling your single Presence die. If this negates the Attack entirely, Hinder that target and Boost yourself with that same die roll.
	Feast on the Living	A	Attack using Close Combat. Use your Max die. Hinder that target with your Mid die. Recover Health equal to your Min die.
	Immortal Form	R	When you would be Hindered or when an Attack would reduce you to 0 Health, reduce the penalty to -1 or reduce that damage to 1.

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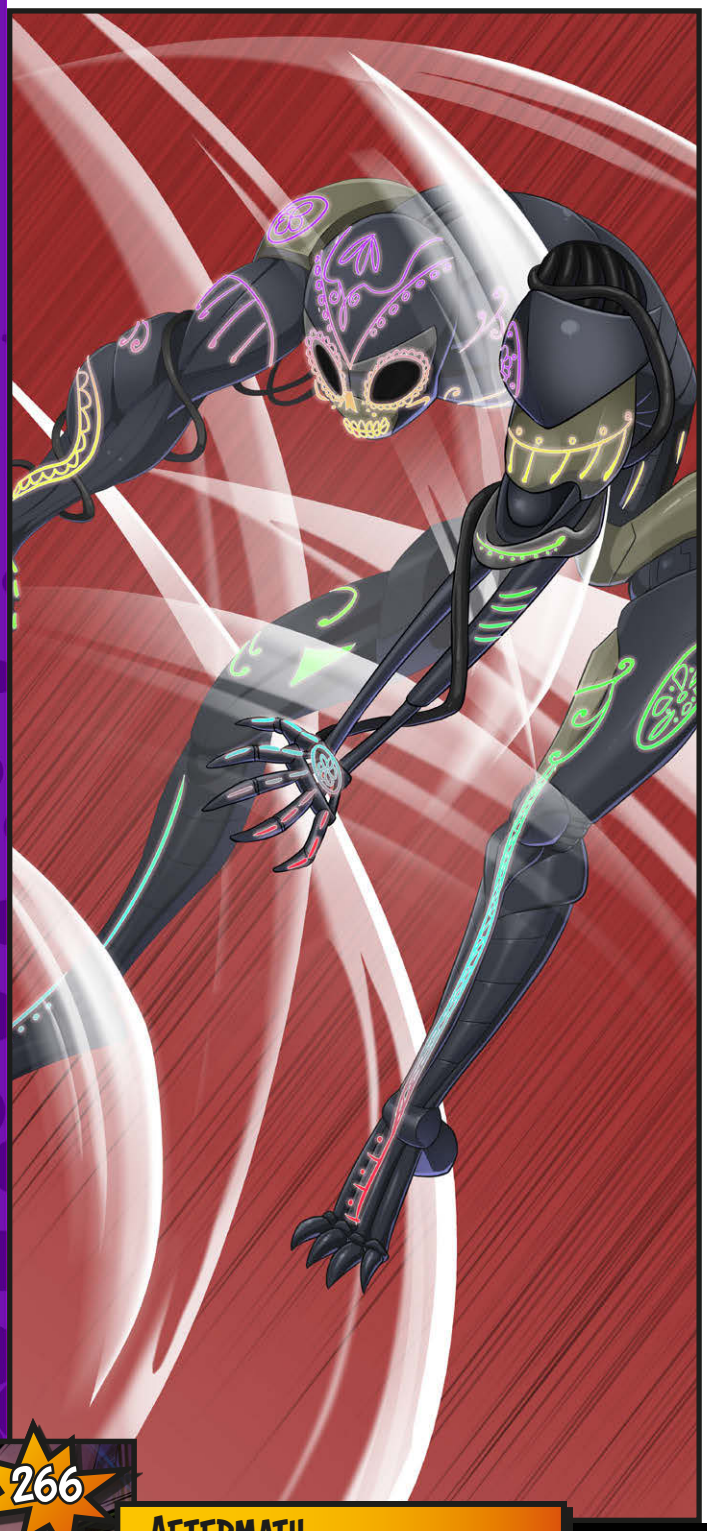
Conclusion

The scene ends in one of the following ways:

- All of Helfyre is knocked out.
- Snare is freed from the force bubble, and none of her bandmates are active, at which point she surrenders without further resistance.
- The Cosmic Antenna is disabled after being removed from the force bubble.
- The scene tracker reaches Out, in which case a newly empowered Helfyre flies away. They will probably be a problem again in the future.



Aftermath

If the heroes are victorious, they can contact the authorities to arrest Helfyre. The local Megalopolis police have many systems in place for dealing with the leftovers of confrontations between heroes and villains. Regardless of whether the Cosmic Antenna is still intact or in pieces, the hero Tachyon — also the preeminent scientific mind at the Sentinels of Freedom Academy — will want to recover it and keep it under lock and key so no other villains attempt to replicate Helfyre's plot.

Either way, if The Cavern is still standing, Perry Donaldson takes the stage and boisterously claims the entire thing was a publicity stunt and that all the combat was merely pyrotechnics. If Rockstar and any other heroes managed to successfully complete the See A Million Faces challenge in the first scene, she'll be greeted by chants of "Encore! Encore!" from the crowd, and an offer from Perry to perform again (provided she hasn't been banned from the club by this point). The other heroes are each offered one free ticket to an upcoming show.

If the heroes failed in stopping Helfyre, they'll have a new threat to track down, one with even greater powers than before. Helfyre will have proven that they are not a joke anymore, and they now have their eyes on much larger venues...

Playing with Other Heroes

To adapt this issue to a non-Daybreak team, you'll need to do one of the following:

- Have one of the heroes be musically inclined and interested in playing a gig. They take Rockstar's role as the opening act.
- Have Rockstar run by the GM as the potential star of the show. One of the player controlled heroes knows her from a previous issue. The other heroes can be recipients of free tickets, or possibly music lovers who came to hear some new bands play. In the first scene, focus more on the investigation, the moshers, and the bouncers, as it means Rockstar will be going solo. To make it easier to run, Rockstar only performs during Scene 1, and is knocked out during Helfyre's entrance in Scene 2. By the end of the issue, if the heroes are successful in defeating Helfyre, they've made a fan and friend in Rockstar, though she might be a bit salty about her first performance going so poorly.


SENTINEL COMICS
#7
TOME OF THE BIZARRE
ONE-SHOT
A CONSPIRACY OF CLONES
GAME MODERATOR ONLY
MAYOR
VALENTINE • SHAH • BADELL

A Conspiracy of Clones

A.K.A. "Who do you think you are?"

A Conspiracy Of Clones is an issue meant to challenge a group of 3-6 heroes — you can use heroes of your players' own creation, new heroes such as the Daybreak team, classic heroes such as the Sentinels of Freedom, or any combination of heroes that suits your group. While you can play it as a standalone adventure, it's intended as a jumping-off point for further adventures that you create, with options for directions to take when you reach the end of this issue.

Issue Background

A group of villains has concocted a plot to take over the world. One of the vital elements of this plot is to have sleeper agents in key positions in governments, military, science, and business organizations around the world. That's where the dastardly, clone-creating Biomancer comes in.

The villainous Biomancer has created clones of dozens of high ranking officials. These clones are mostly indistinguishable from the originals — but at some point they will activate and carry out whatever evil scheme they're ordered to implement. Some of the clones, as the heroes will discover in Scene 1, are imperfect. These clones occasionally collapse, their rapidly-fabricated bodies disintegrating. The heroes are in a prime position to investigate and put a stop to the whole plan, but this issue only scratches the surface of the deeper conspiracy…

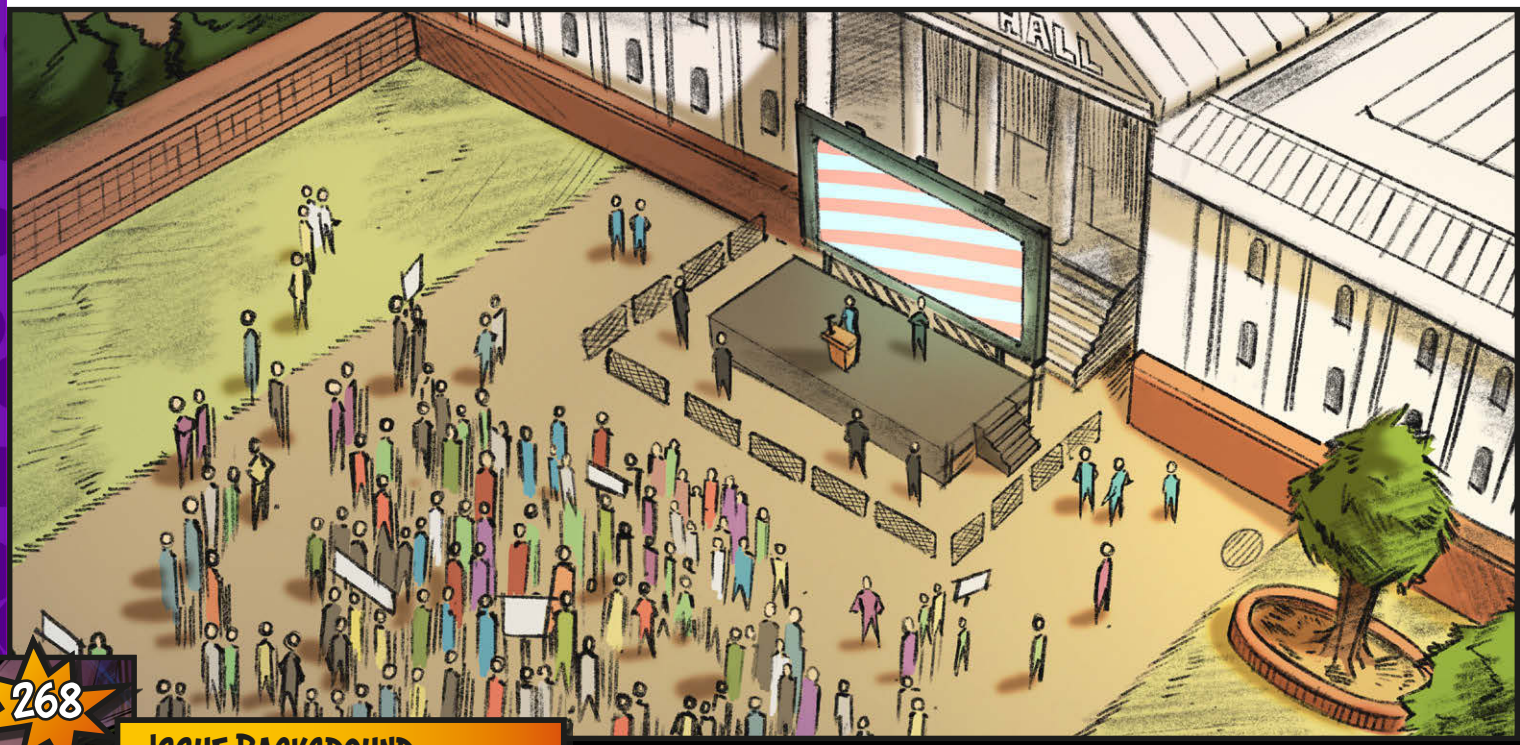
Issue Structure

The issue opens outside of City Hall in Megalopolis (but feel free to instead set it in Rook City, or any other city that makes sense for your heroes). Mayor Rebecca Baldwin is about to give a speech announcing the acquisition of new automated policing technology: police robots capable of peacefully and non-lethally restraining suspects.. A brawl starts when these robots attack… and the mayor and police commissioner turn out to be clones! Their poorly constructed bodies disintegrate as a result of the fight.

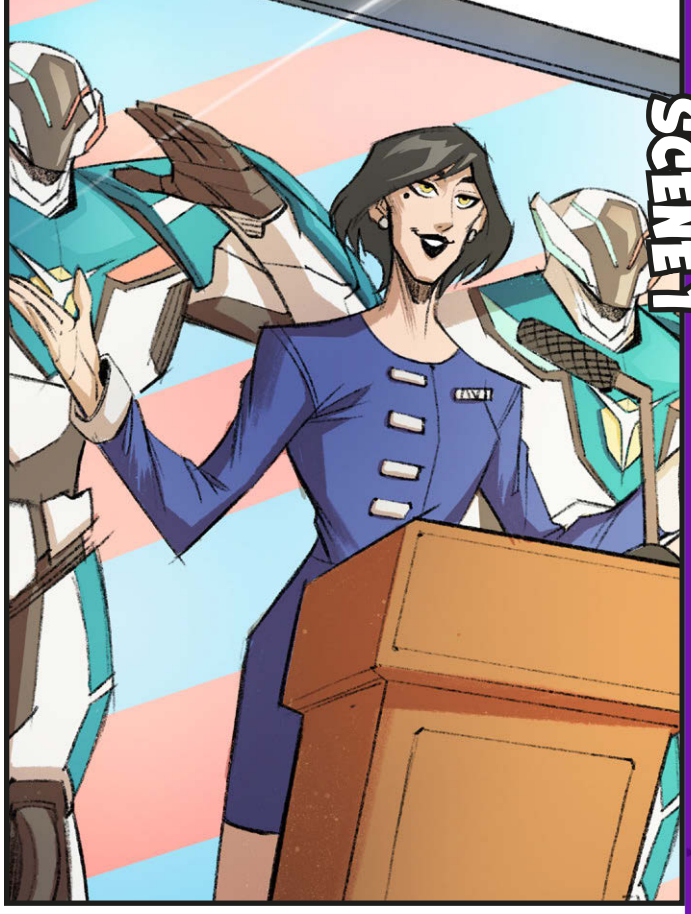
The heroes quickly determine that the only place capable of creating clones of the sort they observed is a particular laboratory on a remote island. When they investigate the lab, the heroes learn the extent of the horrible research that was done. They also learn the identity of the villain: the dread fleshcrafter Biomancer! He inadvertently left a way for the heroes to track him. (Or did he intend for them to follow him all along? *cue ominous music*)

In the final scene, the heroes track Biomancer to his lair deep in the mountains. The heroes must defeat Biomancer, his lair's formidable defenses, and a group of clones of themselves! In the aftermath of this scene, they also learn that the clones they know about are far from the only ones — dozens more were installed all around the world.

This provides a great jumping-off point for further adventures. The final part of the issue is a discussion of directions the story could go from here.



Who Are You And What Have You Done With The Mayor?



The Situation

The mayor of Megalopolis is scheduled to make a major announcement in the square outside of City Hall. A crowd is gathering and TV cameras are set up. If the heroes are friendly with the mayor they're invited to take seats at the front of the crowd. If the heroes are not friendly with the mayor or are unknown in this city, the heroes get an anonymous tip that someone plans to attack the mayor during this speech; presumably they'll watch from a distance. A handful of police stand around the perimeter.

Running the Scene

Scene Tracker



Mayor Rebecca Baldwin is behind a lectern, standing on a riser in the public square just outside City Hall, flanked by the Police Commissioner Dario Anselmo. A crowd of people mills about, waiting for her to begin speaking. She taps the microphone, creating a whine of feedback across the PA system, before launching into her speech. "Today — *cough* — today I unveil the latest law enforcement technology: Robotic police officers!"

A dozen semi-humanoid robots with police markings smartly march out from under the riser, turn towards the crowd, and salute in unison. Police Commissioner Dario Anselmo applauds enthusiastically. At the perimeter of the crowd, a handful of uniformed human cops grumble quietly, but continue scanning the crowd. Mayor Baldwin continues her speech about how these robotic officers will positively impact law enforcement in the city. Then, everthing starts going wrong.

How the action starts depends on where the heroes are. If they're guests of honor, (H) of the robot cops attack the heroes, trying to grapple them. If the heroes are far from Mayor Baldwin all the robots begin "attacking" her, trying to bait the heroes into revealing their locations. Once the heroes do, (H) of the robot cops turn their attention to the heroes.

Regardless of where the heroes start, a swarm of Skeeterbots emerge from storm sewers and attempt to extract DNA from the heroes. Any robot cops not attacking the heroes focus on grabbing random members of the crowd, trying to sow chaos and confusion. The heroes do not need to fight these bots, as the human police on the scene handle them. Describe the huge background fight as human cops engage with robot cops!

(H) always equals the number of heroes in a scene.

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SCENE 1

The scene begins with robot "cops", a group of 2 Skeeterbots for each hero, and half as many Megalopolis Police Officers as heroes (rounded down). Let a hero who has been specifically looking out for danger kick off the action order with the first turn. If none of them have been watching for trouble, begin the action order with the robot cops. The first time the environment comes up in the action order, Mayor Baldwin and Police Commissioner Anselmo enter the fray in a likely confusing manner, as they turn on the heroes. They'll be revealed as clones over the course of the fight as they take damage and are quickly outed as flesh-creations.

THE ENVIRONMENT: OUTSIDE PRESS CONFERENCE

The scene occurs in the square outside City Hall, where many dozen civilians, numerous police officers, and several local news teams have gathered to hear the mayor speak. The twists and threats work against both the heroes and the opposition in this scene.



OUTDOOR PRESS CONFERENCE

CROWD OF CIVILIANS 6
LIVE NEWS FEED 6
MEGALOPOLIS'S FINEST 8

GREEN

MINOR TWISTS

Civilian in danger: A civilian is being attacked by one of the robot "cops." They can be rescued through a successful Overcome action. If they are not rescued before the next time a scene tracker box is checked, the civilian is badly injured.

Cops on the scene: Add one Megalopolis Police Officer to the scene.

MAJOR TWIST

Skeeter swarm: Roll the environment dice and add a number of Skeeterbots equal to the Min die.

YELLOW

MINOR TWISTS

Newsies: A crew of photojournalists gets in the way. Roll the environment dice and Hinder all heroes with the Min die. A hero may use an Overcome action to attempt to clear the penalty on all heroes by getting the press out of danger.

More Bots: Roll the environment dice and add a number of robot "cops" equal to the Mid die.

MAJOR TWIST

Robo-Reinforcement: More robot "cops" come clanking around the corner, followed by the drone of even more Skeeterbots! Roll the environment dice. Add robot "cops" to the scene equal to the Min die. Add Skeeterbots to the scene equal to the Mid die.

RED

MINOR TWIST

EMTs In Trouble: Two robot "cops" are about to destroy an ambulance containing an injured patient and several EMTs. They can be rescued with two Overcome actions; if they are not rescued by the time the next scene tracker space is marked, the ambulance is destroyed and its passengers and driver are badly injured. Until this is resolved, all heroes have a -1 penalty to all actions.

MAJOR TWIST

Panicking Crowd: A hero is swarmed by a crowd of panicking civilians. Roll the environment dice and Hinder that hero with the Max+Min dice.

Outdoor Press Conference Threats

Whenever the environment turn comes up in the action order, add one of these threats to the scene.

Robot "Cops"

8 Minions (1 per hero)

Description

These mechanized law enforcement robots are built in a bipedal, semi-humanoid shape, but with clearly mechanical features and robotic forms. They're not the good guys here.

Ability

Robot Arm of the Law: +1 to Boost actions helping the Skeeterbots attack the heroes.

Tactics

These robots attempt to grapple the heroes by using the Boost action and granting the bonus to the next Skeeterbot to act. Once each hero has been successfully sampled, they pummel the heroes with Attacks.

Skeeterbots

6 Minions (2 per hero)

Description

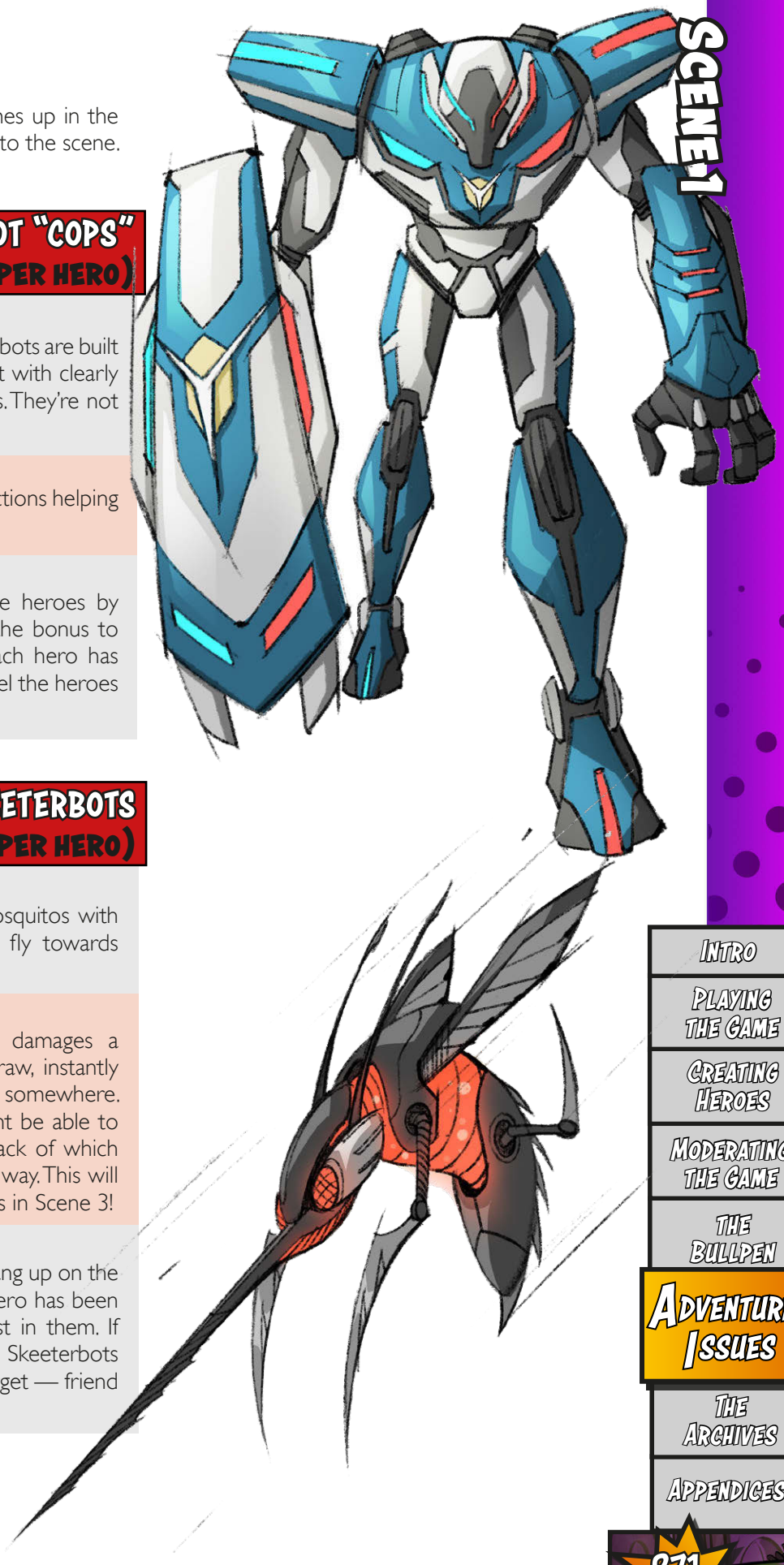
Tiny flying robots, in the shape of mosquitos with concerningly long, metal proboscises fly towards the heroes in groups of three.

Ability

Sampling Proboscis: If their Attack damages a hero, they analyze the blood they draw, instantly uploading the results to a server… somewhere. A hero with appropriate abilities might be able to detect the signal. **Important:** Keep track of which heroes have their DNA captured this way. This will be used to create clones of the heroes in Scene 3!

Tactics

They swarm toward the heroes and gang up on the nearest un-sampled heroes. Once a hero has been sampled, the Skeeterbots lose interest in them. If there are no un-sampled heroes, the Skeeterbots self destruct, Attacking each nearby target — friend and foe alike — by rolling their die.



MAYOR REBECCA BALDWIN
8 LIEUTENANT

DESCRIPTION
The mayor is a clone! She attacks the heroes with surprising strength. If Mayor Baldwin is defeated, the "organic matter" of her body disintegrates into dust and her metal skeleton clatters to the ground.

ABILITY
Clone Strength: +1 to Attacks made with her fists.

TACTICS
The mayor goes after any hero that is in combat with the Skeeterbots.

POLICE COMMISSIONER DARIO ANSELMO
8 LIEUTENANT

DESCRIPTION
The police commissioner is also a clone! He levels his electroshock pistol at the heroes. If Police Commissioner Anselmo is defeated, his flesh and organs disintegrate and his steel and copper skeleton falls to pieces.

ABILITY
Non-standard Issue: The police chief gets a +1 to Hinder actions made with his electroshock pistol.

TACTICS
The chief of police spends his turns Hindering a hero in combat with the robot cops.

MEGALOPOLIS POLICE OFFICER
8 MINION (1 PER 2 HEROES)

DESCRIPTION
This cop knew something fishy was going on with those robots. But if any of these masked vigilantes get in the way, they're also going in the clink.

ABILITY
Cuff 'em: +1 to Hinder actions when an officer slaps a combatant in handcuffs.

TACTICS
Megalopolis Police Officers focus on Hindering any nearby combatants, prioritizing robots and heroes over clones and Skeeterbots. At the end of the scene, they'll sheepishly thank the heroes for help (if applicable) and let any handcuffed heroes free, but tell them to keep out of trouble.



Conclusion

The scene ends when all of the robots and clones are gone, one way or another. Once a blood sample has been collected from each of the heroes, the Skeeterbots self-destruct, but the other robots and the clones will keep fighting until destroyed or somehow are subdued. The robots shut down and fry their own circuits if captured so as to not give away their sinister provenance. No matter how this altercation came to an end, it's safe to say that this press conference was a failure.

If the Scene Tracker Reaches the End

If the heroes run out of time on the scene tracker, either the mayor or the police commissioner stop fighting, turn to the heroes, and rant in a broken, actively degrading voice, "You'll never stop us! We're everywhere! HAHAHAHA!" then collapses to dust, as poorly made clones tend to do. The robots retreat, scattering into the city. If the the heroes want to give chase, allow an Overcome action to track down and take out the remaining fleeing police bots.

In this case, have whichever one of these clones delivered the warning also shows up in Scene 3. If neither survived but the scene tracker still ran out, have copies of both the mayor and the chief of police show up! You didn't think they were the only clones, did you?

Aftermath

The hero with the highest rated Science-related quality recognizes the collapse-into-dust phenomenon as a problem with poorly made clones. Their bodies are unstable and prone to that sort of disintegration; however, where some are poorly constructed, others might not be. That same hero knows there's only one place on earth that could create clones like that — it's at the Center for Advanced Genomic Research on the remote island of Tarama in the western Pacific. **Note:** this can be communicated either by telling the players this information outright, or by specifically only telling the player of the most scientific hero this information, letting them share it with the party in their own particular manner. That's up to you and your style of GMing!

The human police officers are horrified by what happened to both their police commissioner and the mayor. They are suspicious about everyone's identity now, but they still lend the heroes whatever help they need.



Meanwhile...

Throughout the city (including City Hall), televisions and radios tuned to news are playing emergency broadcasts from around the world — a dozen business, science, and political leaders have all spontaneously collapsed into dust, including the CEO of General Software, the head of the Institute for Artificial Intelligence, and perhaps most disturbingly, the United States Secretary of Defense.

If the heroes don't have an aircraft, the city government can lend them a small jet that can get them to the island of Tarama.

Suggested Montage Elements & Social Prompts

For a montage scene between Scenes 1 and 2, there are a variety of things the heroes can do.

- **Get medical attention:** Megalopolis has outstanding ER facilities, and the heroes may have their own infirmary. Either way, they can use this to recover health, as per the usual Montage Scene rules.
- **Research:** The heroes can learn about the Center for Advanced Genomic Research, creating a Boost useable in the next scene.
- **Security**: With the mayor and police commissioner revealed to be clones under the control of an unknown enemy, the deputy commissioner is very concerned about how to proceed. If one of the heroes works with her to come up with a security plan, this builds rapport that should be rewarded in a future Issue. You could run this as a full social scene, where issues of trust and paranoia are discussed, and earn the team a hero point.

The Center for Advanced Genomic Research

The Situation

One way or another, the heroes have determined that the only laboratory that could have created the clones they faced in Megalopolis and that have been turning up all around the world is the Center for Advanced Genomic Research on the island of Tarama in the western Pacific.

The island is actually an atoll with a vaguely hexagonal ring of coral surrounding a placid lagoon about a mile wide. One side of the ring is occupied by an airstrip and a relatively small hangar, though no aircraft or vehicles can be seen in or around the hangar. From this side of the atoll winds a rough road leading to the laboratory complex, which is constructed on the widest section of land.

Near the lab is a large landing pad suitable for helicopters or vertical-landing fixed-wing aircraft, though it is currently empty of any such vehicles. In fact, outside the laboratory, the entire island is currently abandoned. Inside the laboratory? Well, that's for the heroes to find out...

The laboratory itself is a stout, six-story building sunk directly into the ground like a subterranean skyscraper. The original builders needed to be able to easily seal the facility off from the atmosphere in the potential event of the release of a hazardous genetically engineered biomorph, and burying the installation on a remote island seemed the surest way to do that.

Biomancer took over the lab and used it for his own bioengineering of the clones now scattered throughout the world — this was not the best outcome for the work already in process at the Center for Advanced Genomic Research, and the resulting changes to the preexisting experiments here present the main danger to the heroes.

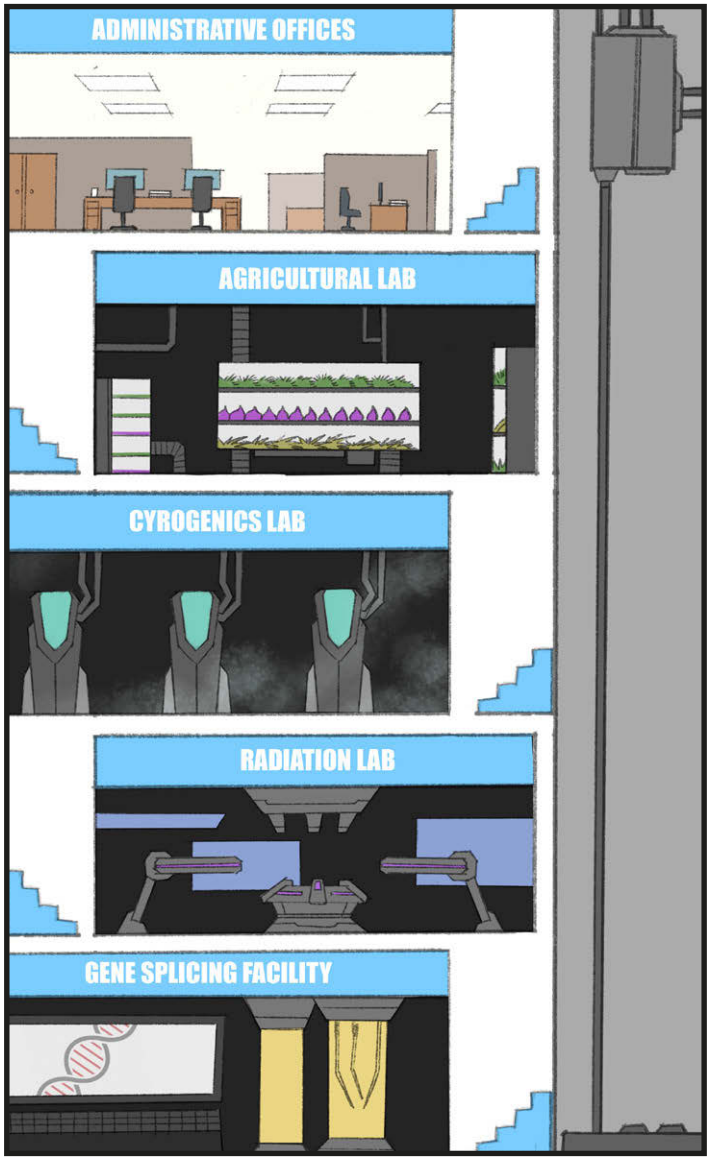
Running the Scene

The goal of the scene is to investigate the lab and discover information related to the clones, including:

- Who made the clones?
- Where is that person or people now?
- What clones were made? How many?
- What are these clones' capabilities?
- Where are the remaining clones?
- Where are the originals?
- What happened to all the scientists working at the lab?
- Why? What's the motive for these actions?

To discover this information, the heroes must delve deeply to the core of the laboratory and examine the evidence they find there.

The bulk of this scene features the heroes attempting to reach the final level of the laboratory at the Center for Advanced Genomic Research on the island of Tarama.



Scene Tracker



General Information

Each level of the island is considered a separate location within the environment. The information the heroes want is in a computer system only available in the location marked "Basement 5". The elevator is offline and the elevator shaft is closed off by steel plates from one level to the next; staircases require going across each level to get to the stairs going down to the next.

To get from level to level, the heroes can take any sort of action they can think of; suggestions for each are given in each location. However they do it, their actions can be classified in one of two ways: physical, or electronic. Physical Overcome actions involve smashing, breaking, prying, etc. Electronic Overcome actions involve hacking, hotwiring, reprogramming, etc. Use your best judgement to put each action the heroes take to move to the next level into one category or the other.

Getting from one level to the next requires two actions of some kind. Use your common sense to determine what can work; two heroes can smash through the floor, or two heroes can hack a lock, but one hero smashing the floor doesn't mean it only takes one hero to hack the lock. But if there are two doors (such as for an air lock), one hero can smash the first door and another hero can hack the second. The heroes could also engage in related actions, though, such as one hero sneaking through the air ducts while another hero disables the electronic air duct sensors.

The lab's security system is a complex series of immunological-inspired threats that respond to the heroes' actions. The building always attempts to strengthen itself against physical damage, so if the heroes primarily use brute force to get through one level, all subsequent attempts of the same type are subject to a -1 penalty. The computer system is similarly protected. This penalty increases by one for each level they penetrate using similar techniques. If they use a combination, choose one or the other to add the penalty for — whichever action was more invasive and noticed by the security system.

Ground Level

The ground level of the Center for Advanced Genomic Research is the only part of the installation above ground. The ground level is a single story circular structure made largely of durable plexiglass and steel. The building is still fully powered; lights are illuminated, the lobby fountain bubbles happily, and the security system notes the heroes' arrival. The main doors are unlocked and slide open to welcome them. Once inside, they find a beautiful lobby decorated with art highlighting the scientific triumphs the Center has achieved.

There is, however, one Antibody Bot (page 279) present that attacks the heroes while demanding they cease all intrusive activities and surrender. If left unchecked, the Antibody Bot follows the heroes down each level until they deal with it.

The elevator system is completely shut down and the shaft fully locked, making it no easier to get through than boring a hole in the floor itself. The doorway to the stairwell is blocked by an air lock intended to keep biohazards from escaping into the environment. Here are some potential suggestions for getting to the next floor:

- The two heavy air lock doors can be broken open, one Overcome attempt for each.
- The heavy air lock doors can be hacked open via computer wizardry, one Overcome attempt for each.
- The heroes can try to bore straight through the floor; two Overcome actions are necessary to break through the heavy structural steel.
- The heroes can think of another clever plan. Reward creativity!

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Basement One: Administrative Offices

This level contains the Administrative Offices, an Auditorium, and the Staff Living Quarters. There are Ⓗ/2 Antibody Bots here.

A hero who wants to spend their turn looking around might find things like:

- The personal quarters of the scientists are tiny but could house a dozen people. They're very lived in – the scientists clearly left (or were removed) quickly, without packing, and possibly not voluntarily.
- A handwritten note in an office drawer states "Remember: you stashed the blue block near water tank 5." This gives the heroes a +2 to locate the blue key in Basement Two.
- A bottle labeled "Detangler," making the hero possessing it immune to the Big Shaggy Angry Thing's "Intensely Shaggy" ability.

The staircase is both locked and filled with highly a deadly biotoxin gas. To proceed to the next floor through the stairs, the heroes must find a way to disable the lock then deal with the biotoxin. (Or they could smash through the floor. Remember: reward creativity!)

Remember that there is a -1 penalty on either physical or electronic methods, depending on what the heroes did last time — it's up to you to decide what category their attempt falls in.

Basement Two: Agricultural Lab

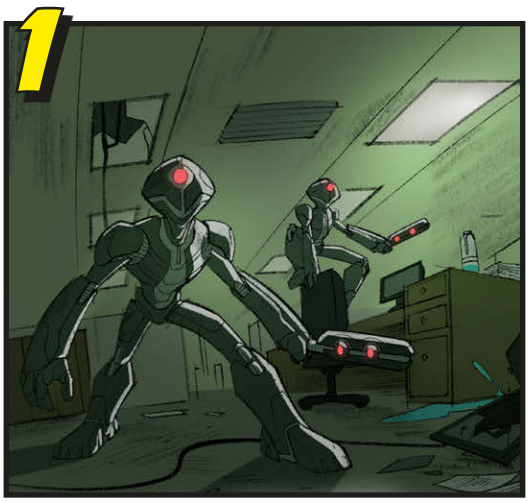
Basement Two contains the mega-agricultural laboratory. Large hydroponic tanks full of various oversized food crops grow peacefully — except for the Ⓗ/2 Defender Pods, which are anything but peaceful as they whip their "heads" around, seeking suitable targets for their grain flechettes.

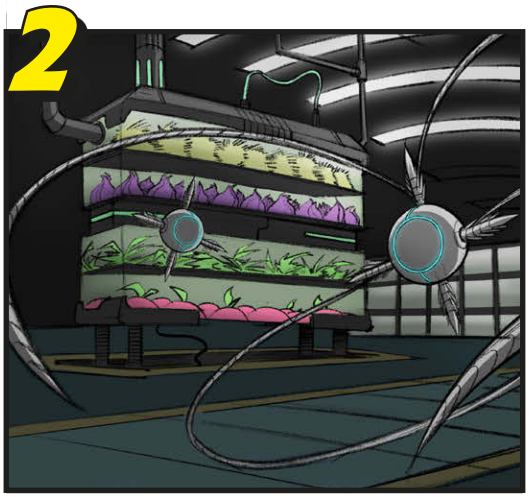
The lock to the stairwell is a two-key lock mechanically impervious to other forms of hacking. The keys are thumb-sized square blocks of brightly colored molded plastic, infused with complex electrical pathways that form unduplicatable keys. Opening the complex lock requires locating both of the keys — one blue and one yellow — and placing them in their specific receptacles. The heroes must successfully Overcome to find each key once they realize that's what they need to do. If they found the note in Basement One, they have a +2 bonus to finding the blue key.

Basement Three: Cryogenics Lab

Basement Three contains the cryogenics lab. Tanks of liquid helium, superconducting magnets, frigid cryochambers, etc. Ⓗ/2 Cryopedes are leaving frosty trails on the floor as they scuttle about.

The staircase is only accessible through a large cryochamber, kept only a few degrees above absolute zero. To get to the stairs safely, the frigid gas within the chamber must be dealt with and the lock must be hacked or destroyed







Basement Four: Radiation Lab

Basement Four contains a radiation lab. Scientists performed experiments here by exposing tissue samples to extreme radiation. There are Ⓗ/2 Giant Angry Shaggy Things here, and it's notable just how angry and just how shaggy they are.

A shelf in one lab holds a stack of journal articles and papers on superliminal radiation written by Dr. Meredith Stinson (A.K.A. the hero Tachyon).

The results of experiments performed here are contained in chambers, containers, and locked rooms throughout the level, from mailbox size to entire rooms. Through thick plexiglass windows, the heroes can see indistinct shapes moving deep in the corners. The staircase is located on the far side of the laboratory from where the heroes enter, hidden deep in a chamber filled with radiologically altered hedges. Two actions to get downstairs might include the heroes first locating the stairs and then hacking their way through the hedges.

Basement Five: Gene Splicing Facility

Basement Five contains gene splicing and editing facilities, separated into a series of nanotechnology labs. Dozens of large bio-tanks are filled with the remnants of recently used cloning experiments.

There are Ⓗ/2 Nanite Swarms here.

Once at this level, the heroes can access the genetics computer, which was isolated from the lab's main computer for security purposes. Attempting an Overcome action reveals the following information, whether successful or not.

- There has been no communication outside this building from the this lab for over a month
- Over six dozen clones were created in this lab in the past month after the staff went silent.
- All it takes to create a clone is a blood sample from the original.
- It is clear that this lab is being operated by a villain known as Biomancer.
- Biomancer evacuated the facility twelve hours ago, taking this facility's staff with him. Based on his weather report searches and tracking radar coverage, he took an aircraft to the Argaeus Tower, a skyscraper in the city of Dubai.

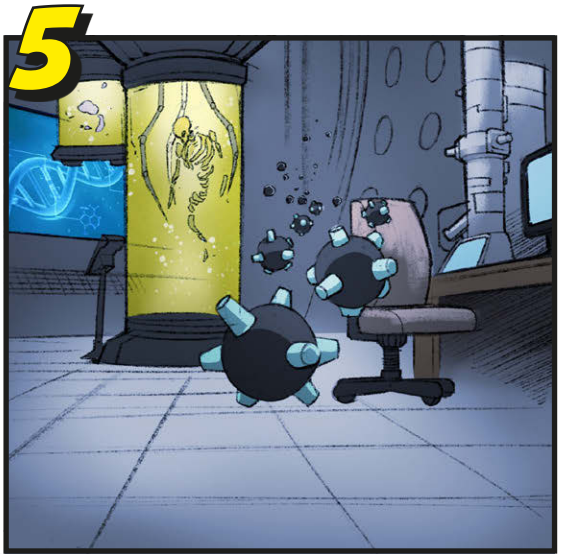
If this Overcome attempt **fails**, the heroes still get this information but check off the next space on the scene tracker.

The heroes may attempt to get more information with another Overcome. Whether the attempt is successful or not they learn this:

- An incomplete list of people cloned includes the Mayor and the Police Chief of Megalopolis.
- The clones are nearly indistinguishable from the originals, and until activated may not even realize they're clones.
- The clones are unstable, and might collapse into a pile of dust without warning.
- Many clones have superhuman abilities.
- A huge sum of money was transferred to Biomancer as untraceable cryptocurrency.

If this overcome attempt **fails**, the heroes still get all this information, but the heroes also detect the computer sending a radio signal — the system just automatically warned Biomancer that the heroes are hot on his trail.





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The Environment: Center for Advanced Genomic Research

The Center is one of the most sophisticated genetics laboratories on the planet. The lab was working on all sorts of nearly miraculous treatments and vaccines and advanced antibiotics, including cloning for purposes of organ replacement, wound treatment, and cancer therapies. It's this cloning expertise and equipment that drew Biomancer's interest. He managed to take over the laboratory and, alarmingly quickly, turn it to his own purposes: haphazardly cloning entire human beings and "programming" them to do his bidding.

The laboratory was built with a sophisticated and unique Immunosecurity System. It adapts to the techniques that intruders use against it, learning from their actions and making the environment progressively more hostile to them until they're forced to leave. These defenses are fully functional and are programmed to assault the heroes as soon as they enter each level of the facility.

Twists

The following twists are available, but also feel free to make up your own! Some of these twists represent the lab's security systems, and others represent the lab's experiments running amok. The security system responses fall into categories of physical and electronic responses, depending on the action that triggered the response or the most recent Overcome action the heroes attempted.

Center for Advanced Genomic Research

Immunosecurity 10
Runaway Experiments 8
Corrupted Computer Systems 8

Green

MINOR TWISTS

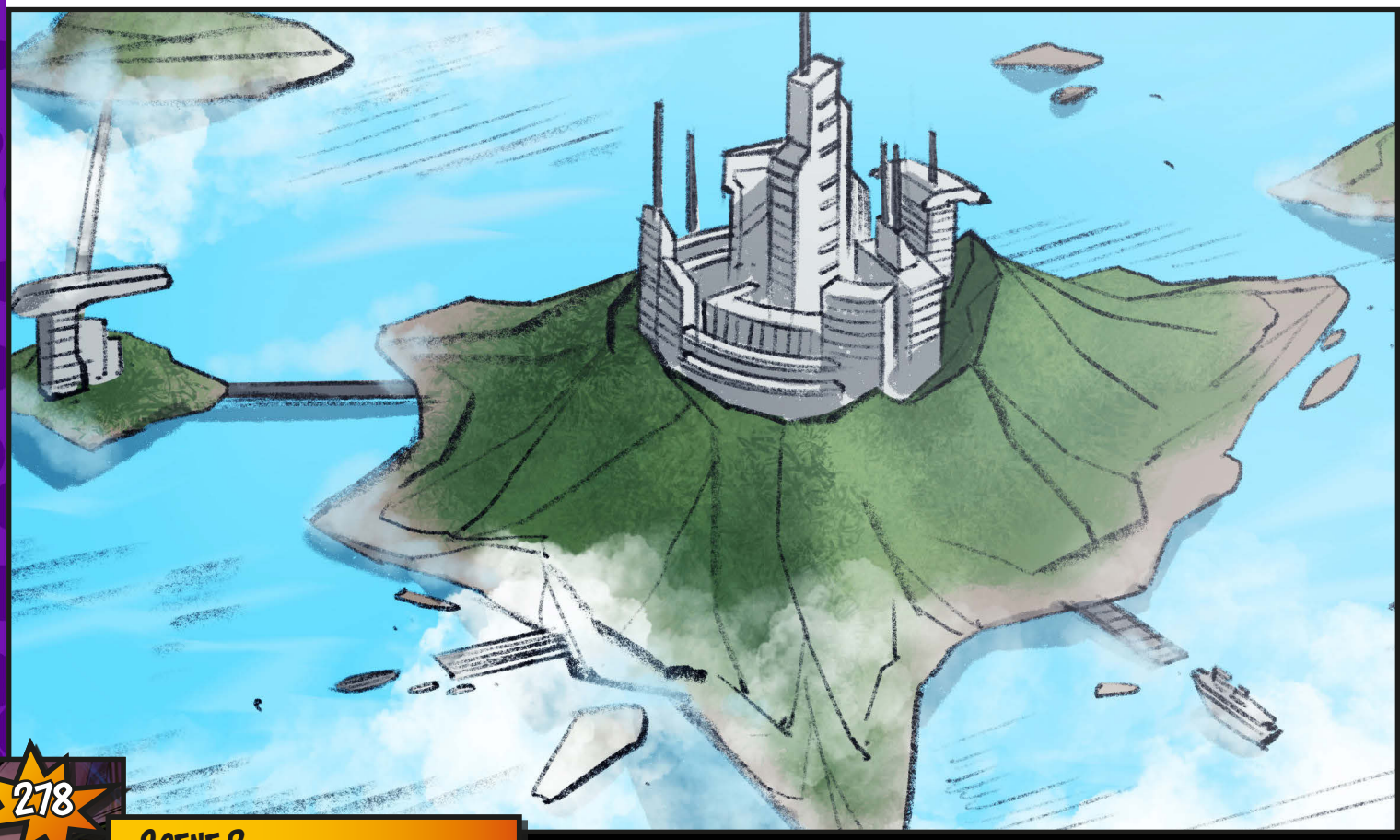
Mild Physical Immunosecurity Response (Antibody Bot): Add one Antibody Bot.

Mild Electronic Immunosecurity Response (Inhibitor Process): Add one Inhibitor Process.

Laboratory Twist: Introduce one room-specific minion (Defender Pods, Cryopedes, Giant Angry Shaggy Things, and Nanite Swarms) from the appropriate location within the lab.

MAJOR TWIST

Laboratory Twist (Biotoxin): A tank of corrosive biotoxin leaks into the air handlers, and is distributed through the lab! Roll the environment dice and attack all heroes with the Min die.



YELLOW

MINOR TWISTS

Moderate Physical Immunosecurity Response: Roll the environment dice and add a number of Antibody Bot minions equal to the Min die.

Moderate Electronic Immunosecurity Response: Roll the environment dice and add a number of Inhibitor Processes minions equal to the Min die.

Cryogenics Leak: A pipe carrying supercooled helium bursts, spraying the frigid liquid through the room. Roll the environment dice and attack one hero with the Max die and the rest of the heroes with the Min die.

Laboratory Twist: Roll the environment dice and introduce a number of minions equal to the Min die, of the type associated with that location (Defender Pods, Cryopedes, Giant Angry Shaggy Things, or Nanite Swarms).

MAJOR TWISTS

Fire Suppression System: The security system activates the fire suppression system, which replaces the oxygen in the air with inert carbon dioxide. Each time you mark a space on the scene tracker, roll the environment's dice and attack all heroes with the Max+Min dice (except heroes who have an oxygen supply or do not need to breathe). This can be deactivated by completing two Overcome actions:

- ☐ Locate the fire suppression system
- ☐ Deactivate the fire suppression system

Laboratory Twist: Roll the environment dice and introduce a number of minions equal to the Mid die, of the type associated with that location (Defender Pods, Cryopedes, Giant Angry Shaggy Things, or Nanite Swarms).

RED

MINOR TWISTS

Severe Physical Immunosecurity Response: Introduce a White Bot Cell.

Severe Electronic Immunosecurity Response: The lab's computer initiates a Seeker Process.

MAJOR TWIST

Death Spores: A tank containing spores of a plant that never should have been explodes and the vapors enter the air distribution system. Roll the environment dice and attack all heroes with the Min+Max dice.

Center for Advanced Genome Research Threats

As the heroes proceed further into the lab, each level contains increasingly dangerous threats:

- **Ground Level:** 1 Antibody Bot
- **Basement 1:** (H)/2 Antibody Bots
- **Basement 2:** (H)/2 Defender Pods
- **Basement 3:** (H)/2 Cryopedes
- **Basement 4:** (H)/2 Giant Angry Shaggy Things
- **Basement 5:** (H)/2 Nanite Swarms

Antibody Bot

6 Minion (1 per 2 Heroes)

DESCRIPTION

A small combat robot programmed to attack targets that cause physical damage to the laboratory or its contents. It is armed with an ultrasonic baton, but will bludgeon with its arms if necessary.

ABILITY

Ultrasonic Baton: +1 to Attack actions. May only attack creatures that have caused some sort of physical damage to the lab.

TACTICS:

Antibody Bots attempt to team up against any heroes interacting with the Center's computers or technology.

Defender Pod

6 Minion (1 per 2 Heroes)

DESCRIPTION

A cluster of plants closely related to wheat, genetically designed to grow florets that produce and launch razor sharp spikes. Scientists designed it to defend the rest of the crop from vermin and pests, but now they attack the heroes.

ABILITY

Spikes (Inherent): Whenever a Defender Pod is attacked by a nearby target, it deals that target 2 damage.

TACTICS

The Defender Pods have been genetically reprogrammed to go after the strongest opposing threats, so whatever heroes seem biggest or strongest will be their priority.



CRYOPEDE
6 MINION (1 PER 2 HEROES)

DESCRIPTION
A two-foot-long centipede-like creature made of ice, the Cryopede spits liquid helium at its prey.

ABILITY
Liquid Helium: +1 to Hinder actions.

TACTICS
Cryopedes focus on hindering as many opponents as possible. Once a hero has one penalty from a Cryopede, that hero becomes a much lower priority target.

GIANT ANGRY SHAGGY THING
8 MINION (1 PER 2 HEROES)

DESCRIPTION
The Giant Angry Shaggy Thing is exactly what you think: a vaguely humanoid ten foot blob made of long, matted strands of hair and fur that is for reasons that remain mysterious very, very angry. The experiment that gave rise to this thing is perhaps better left unpondered.

ABILITY
Intensely Shaggy (Inherent): Gives a -1 penalty to any hero who comes into physical contact with it as its hairy body tangles everything nearby.

TACTICS
Giant Angry Shaggy Things want to get up close and personal and either unleash their anger in attacks and maximize the effect of their shagginess. They prefer to go after already damaged targets to add insult to injury.

NANITE SWARM
8 MINION (1 PER 2 HEROES)

DESCRIPTION
These nanites were used by the Center's scientists to edit chromosomes of their test subjects. A swarm of them has escaped and attacks the heroes.

ABILITY
Self-duplicating: A Nanite Swarm makes an Overcome check to create another Nanite Swarm. A result of 4+ creates a 6 Nanite Swarm. A result of 8+ creates a 8 Nanite Swarm.

TACTICS
Nanite Swarms have an order of operations they prefer to follow, if possible. First, they duplicate. Then, they Hinder their opponents. Then, they Boost themselves or other Nanite Swarms. Then, they Attack. Repeat!

INHIBITOR PROCESS
8 MINION (1 PER 2 HEROES)

DESCRIPTION
This is a computer program that the immunosecurity system initiates that tracks heroes who have attempted to circumvent security systems and attacks them using the lab's automated systems: lasers, knockout gas, sonic weapons, electroshock weapons, etc.

ABILITY
Software (Inherent): As a computer program, an inhibitor process is only susceptible to computer-based technological attacks. Physical attacks against it are ineffective.

TACTICS
Any hero interacting with the security or computer systems is a target for the Inhibitor Process, who seeks to drive away intruders with Attacks and Hinders.

White Bot Cell
10 Lieutenant

Description
This is a large combat robot programmed to attack all targets without authorization to be in the lab. It's armed with lasers and electroshock batons.

Ability
Natural Killer Cell: +1 to Attack actions.

Tactics
White Bot Cells are created to take down the biggest foes to the system, always prioritizing the strongest or healthiest heroes.

Seeker Process
10 Lieutenant

Description
A complex computer program that tracks the heroes and directs the security system against them. Much like Inhibitor Processes, it directs the security system's automated lasers, knockout gas, sonic weapons, electroshock weapons, etc. Use the Seeker Process's die to direct these actions.

Ability
Software (Inherent): As a computer program, the seeker process is only susceptible to computer-based technological attacks. Physical attacks against it are ineffective.

Tactics
The Seeker Process wants to reduce the number of threats as quickly as possible, so it prefers to go after weak hero targets it thinks it can take down.

Conclusion
One way or another, the heroes have delved deep into this facility. They may have made it to the genetics computer and gotten the information about Biomancer and Argaeus Tower… or they might have run out of time. Either way, they're learned something. Hopefully, they've done so without revealing their location…

If the Scene Tracker Reaches the End
If the scene tracker gets to the end before the heroes can search the computer in Basement Five, a pleasant computerized voice announces over the public address system: "Warning. Security threat is critical. Emergency destruction of computer records commencing… Destruction of computer records complete. Have a nice day." All records of clones are irretrievably deleted, and a warning signal has been sent to Biomancer. He knows the heroes were here, and he will be ready when they come after him.

All is not lost, however — the heroes can still attempt to access a computer system somewhere, and when they do, the only records left in any laboratory computer indicate that 12 hours ago, an aircraft left the island headed for the city of Dubai in the United Arab Emirates. The Argaeus Tower was identified as its destination. That's the trail the heroes should follow.

Aftermath
Regardless of whether the heroes have all the answers they were looking for, they know Biomancer is in Dubai, and that is the next step. Don't let lack of transportation be an obstacle; whatever aircraft the heroes have, one way or another, it has the fuel to make it that far and some means — either by vertical take-off/landing system or rope ladders or something else — to get the heroes onto the roof of the skyscraper. Or perhaps the heroes can commandeer another aircraft from the landing strip here on the island.

Suggested Montage Elements
If you want to have a montage scene before the heroes chase Biomancer to his lair, see if they have anything they want to wrap up here first. To connect the previous and the following action scenes, use a social scene with montage elements to get the heroes up to speed on what they're chasing, where it's going, who is in charge here (if they haven't already figured it out), and any other heroic activities they need to do, like saving innocents from danger!

If heroes are at a loss for how best to prepare, below are some suggestions you could give them. However, also encourage them to develop their own plans for how to get ready for the next step of their adventure.

- Use the infirmary to patch up injured heroes
- Do some research on Biomancer's lair, the Argaeus Tower
- Research Biomancer himself, and get as many details as possible about what he was up to here at this lab
- Warn Megalopolis city authorities, and/or some other authority, about the possibility of more clones

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The Argaeus Tower

Now it is time for the heroes to confront Biomancer himself in his lair on the upper stories of the Argaeus Tower. There, they must combat Biomancer, his defenses, and his crew of clones that will look concerningly familiar to the heroes.

Running the Scene

As the heroes exit their aircraft on the roof, it's obvious the only way down is an elevator platform, which is a 20 foot wide circle. This elevator lowers into the building as soon as the final hero steps onto it. It descends into the skyscraper, the roof sealing over them in an iris hatchway.

The elevator descends to form the "stage" of an ancient Greek theater, with stone staircase seating radiating up and away from the stage, forming a half-circle around it. The room itself is decked out to look exactly like an ancient Greek theater, with statuary and stone carvings and columns everywhere.

There, at the top of the central theater staircase, standing in a spotlight, you see the dread fleshcrafter Biomancer! He paces ominously, holding a steel skull in one gloved hand, his heavy white coat disguising much of his actual form. As the heroes enter, Biomancer turns to them and laughs maniacally, his voice amplified by his sinister plague doctor mask. "So very clever of you to have found me!" his voice booms. "Welcome to my Adytum! Let me introduce you do a few of my friends. Oh wait — I don't have to! I believe you're already quite familiar..." He motions to clones of the heroes themselves, and they move to attack!

Arachne Helicos lazily fly around the upper reaches of the room. A group of people emerge from the shadows to one side; these are the clones of the heroes, just ordered by Biomancer to attack.

In the midst of the fight, the heroes have the option to rescue several prisoners, including the actual mayor and police commissioner from Megalopolis, as well as several genetic scientists from the Center for Advanced Genomic Research.

The goal of the scene is to rescue the prisoners and, if possible, to defeat Biomancer.

Opposition Descriptions

Arachne Helicos: (H) Arachne Helicos whirr around the room. If Biomancer received advance warning of the heroes' arrival, this is (H) times 2.

Clones: Remember in Scene 1, when Skeeterbots attacked the heroes, and it was important to know which heroes took damage? Each hero that took damage had their blood sampled and their DNA sequence sent back to the cloning lab. The heroes are now facing clones of themselves! We explain how to make stats for these clones on page 287.

Other Clones: If the heroes ran out of scene tracker spaces in Scene 1, have another clone of either the mayor or the police commissioner show up here, or both as described on page 272.

Captives: Atop 20 foot columns throughout the theater are bronze cages containing (H) captives! These are victims kidnapped from various places — in this case, Megalopolis Mayor Rebecca Baldwin, Police Commissioner Dario Anselmo of the Megalopolis Police Department, and scientists from the Center for Advanced Genomic Research. Rescuing each one requires a successful Overcome action. While the captives are not fighting the heroes, they do limit the heroes' options. Until the last captive is rescued, the heroes have a -1 penalty on all Attacks.

Scene Tracker

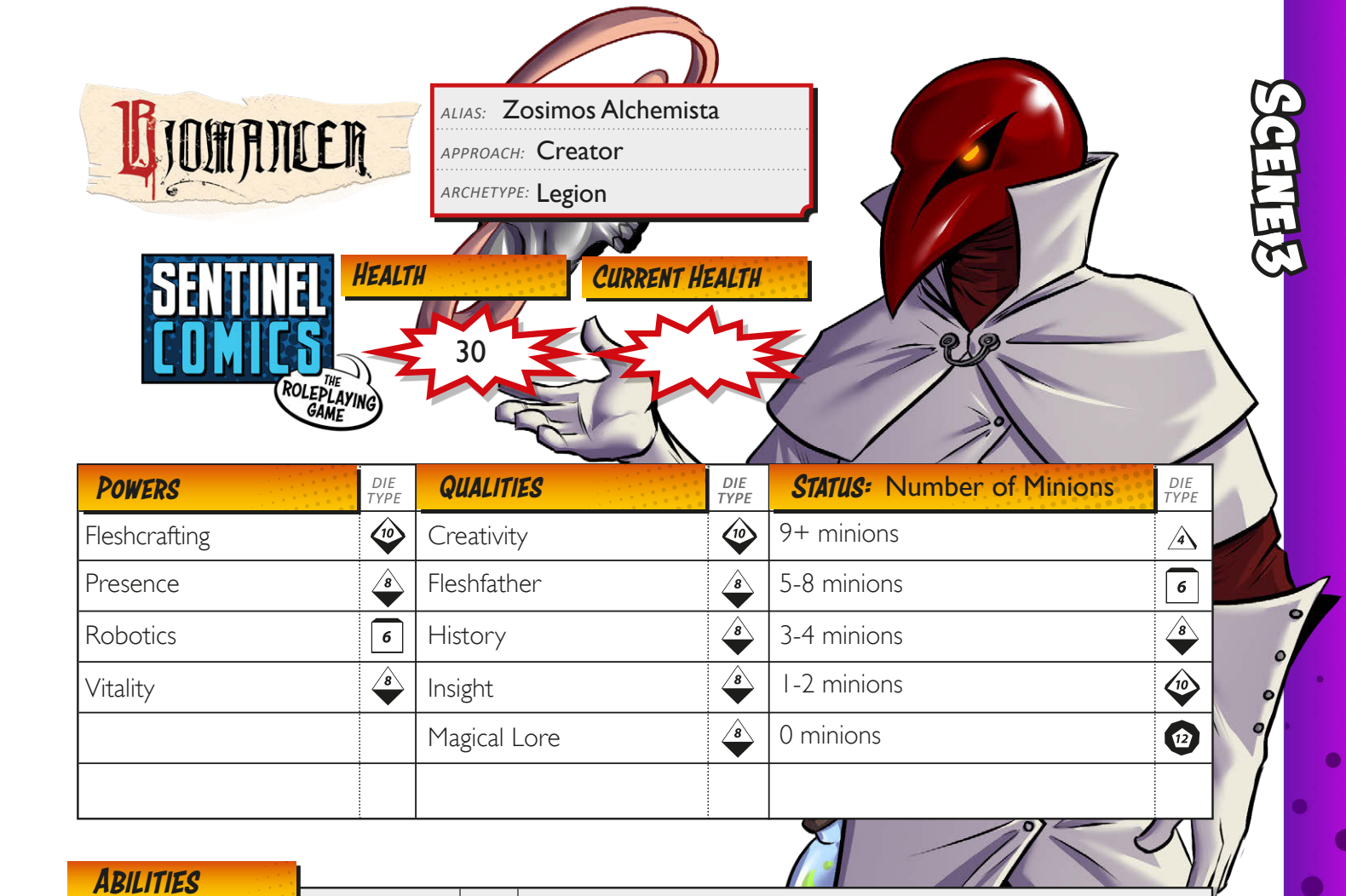


Biomancer

ALIAS: Zosimos Alchemista
APPROACH: Creator
ARCHETYPE: Legion

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
30	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Number of Minions	DIE TYPE
Fleshcrafting	10	Creativity	10	9+ minions	4
Presence	8	Fleshfather	8	5-8 minions	6
Robotics	6	History	8	3-4 minions	8
Vitality	8	Insight	8	1-2 minions	10
		Magical Lore	8	0 minions	12

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Bring in the Fleshchildren	A	Add two minions of size equal to one die size lower than your current status.
	Flesh of my Flesh	R	When one of your minions is destroyed, roll its die. You Recover that much Health.
	Lovingly Sculpted	A	Boost one of your minions using Fleshcrafting and use your Max die. If it is your only minion, also Boost yourself using your Mid die. If not, Boost each of your other minions using your Min die.
	Mold the Homunculus	A	Use Fleshfather to create a lieutenant of the same die size as your Max die.
	Pound of Flesh	I	Whenever multiple of your minions all take the same action against the same target, you must roll all of their dice at the same time and use the lowest rolling die amongst them for each minion's result on that action.
	U Who Can You Trust?	A	Replenish your Fleshchildren up to the number of heroes.
	M Master Behind the Curtain	I	As long as you are not directly involved in the fray and are using your influence indirectly, automatically succeed at an Overcome to manipulate a situation.

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The Environment: The Argaeus Tower

The Argaeus Tower, named for a towering volcano in Cappadocia (now central Turkey), is a skyscraper in the city of Dubai, in the United Arab Emirates. It's quite a modern steel-and-glass design, well over 70 stories tall, complete with a landing pad on top for helicopters; Biomancer's and the heroes' vertical take-off/landing aircraft can both easily land on the roof. An elevator platform to the side of the landing pad awaits, not budging until all heroes are on it.

Once inside, the platform lowers into the "stage" of a steep-stepped reproduction of an ancient Greek theater, populated by clones of themselves!

Twists

Argaeus Tower
Autonomous Guards d10
Panopticon d8
Old Tech and New Tech d8

Green

MINOR TWISTS

Arachne Helico: Add one Arachne Helico minion.

Knockout Spores: The floor emits spores that induce drowsiness. Roll the environment dice and Hinder all heroes with the Min die.

MAJOR TWIST

Greek Fire: Flamethrowers mounted in the walls emit intense flame. Roll the environment dice and Attack all heroes with the Min die.

Yellow

MINOR TWISTS

Hoplite Clones: A trap door opens in the floor and a band of warriors emerges! Roll the environment dice and add Hoplite Clones equal to the Min die.

Astrapi Plate: The ground the hero is standing on is electrified! Roll the environment dice and Attack that hero with the Max die.

MAJOR TWIST

Sirens: An intense noise sounds, distracting the heroes. Roll the environment dice and Hinder all heroes with the Mid die.

Red

MINOR TWISTS

Thunderbolt: A bolt of electricity shoots from the ceiling at one hero. Roll the environment dice. Attack one hero with the Max+Min dice.

Gastraphetes Archers: A troop of archers — clones all — attack the heroes! Roll the environment dice and add a number of gastrophetes archers equal to the Mid die.

MAJOR TWIST

The Claw of Archimedes: A giant claw on the end of a long chain plummets from the ceiling, grabbing one of the heroes! Roll the environment dice and Attack that hero with the Max die. Additionally, that hero is both restrained from acting and the Attack repeats each environment turn until someone frees them by opening the Claw with an Overcome action. If they get an overwhelming success, the claw is destroyed and cannot be triggered again.



Argeus Tower Threats

Arachne Helico

6 Minion (1 per Hero)



Description

A small robot suspended from a helical whirligig that provides both lift and propulsion. It can cast strands of weblike material to tangle its targets or attack with envenomed darts.

Ability

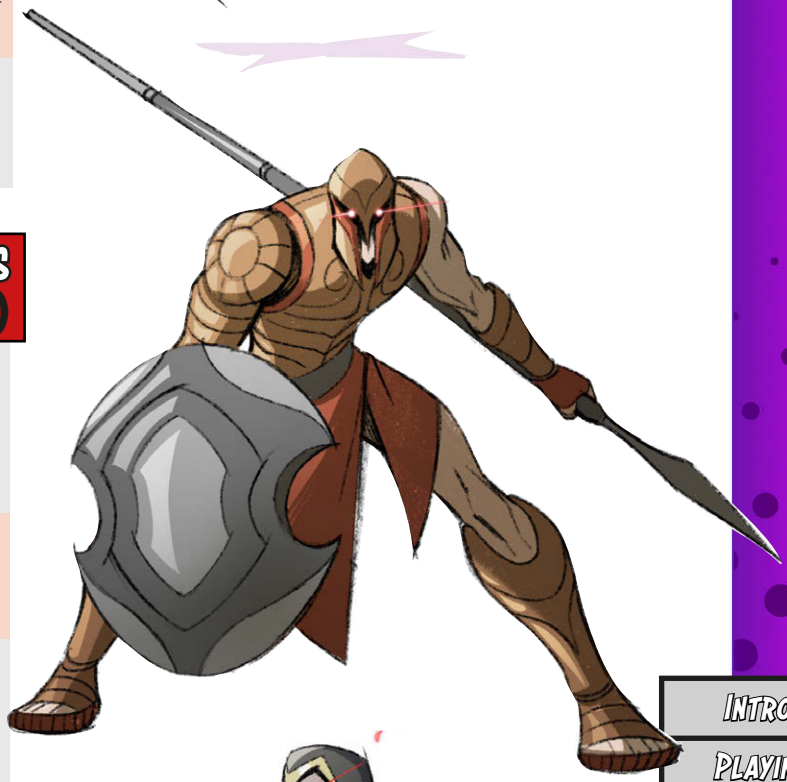
Web: +1 to Hinder actions made to entangle a target.

Tactics

The Arachne Helicos seek to Hinder as many Heroes as possible.

Hoplite Clones

8 Minion (1 per Hero)



Description

These warriors are clones of ancient Greek soldiers, complete with bronze shields, Corinthian helmets, and 10 foot spears.

Ability

Phalanx: +1 to damage saves when at least one other hoplite clone is in action.

Tactics

Hoplite Clones stay in formation, fighting side by side to take advantage of Boosting each other and making good use of their Phalanx ability.

Gastraphetes Archers

8 Minion (1 per Hero)



Description

These clones are dressed in flawless Marathon-era Athenian battle armor carry gastraphetes (Greek crossbows) and xiphoses (short swords).

Ability

Gastraphete: +1 to ranged Attack actions.

Tactics

Gastraphetes Archers want to stay far from their opponents and focus on shooting any heroes who have ranged abilities of their own. If there are none, they shoot at the targets nearest to them.

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SCENE 3

Conclusion

If the heroes defeat Biomancer, they discover that he was a fleshchild — a type of clone that Biomancer makes that perfectly mimics another being. Upon defeat, it falls apart, all the while laughing Biomancer's maniacal laugh until there is no more mouth with which to laugh. If the heroes search the remains of the creature, they find a mobile device that displays a progress message: "Another round of clones of the fools are almost ready!" The heroes can cancel the clone deployment with this device before more clones are ready for combat.

When the final opposition is defeated, a hologram appears — a message Biomancer recorded in case his fleshchild was defeated. "This has all gone according to plan, foolish heroes. Some of my clones have failed, but many more are still active! You'll never know who is a clone and who isn't! Hahahahaha!" He laughs maniacally until the hologram fizzles out, or until a hero breaks the projector mounted in the ceiling.

If the Scene Tracker Reaches the End

If the scene tracker reaches its end, Biomancer monologues as stated above — but this time in person, rather than as a hologram. He makes his escape, appearing to explode in a conflagration of Greek fire but really slipping through a secret door and disappearing. Meanwhile, any remaining clones begin to glow red, and then explode violently! Roll the environment dice and Attack all heroes with the Max+Min dice.

Additionally, the explosions have weakened the building, which begins shaking and shuddering and groaning as the steel support beams begin to let go. The heroes have to beat a hasty retreat — hopefully taking any rescued civilians and unconscious allies with them — to their aircraft to make an escape.

Aftermath

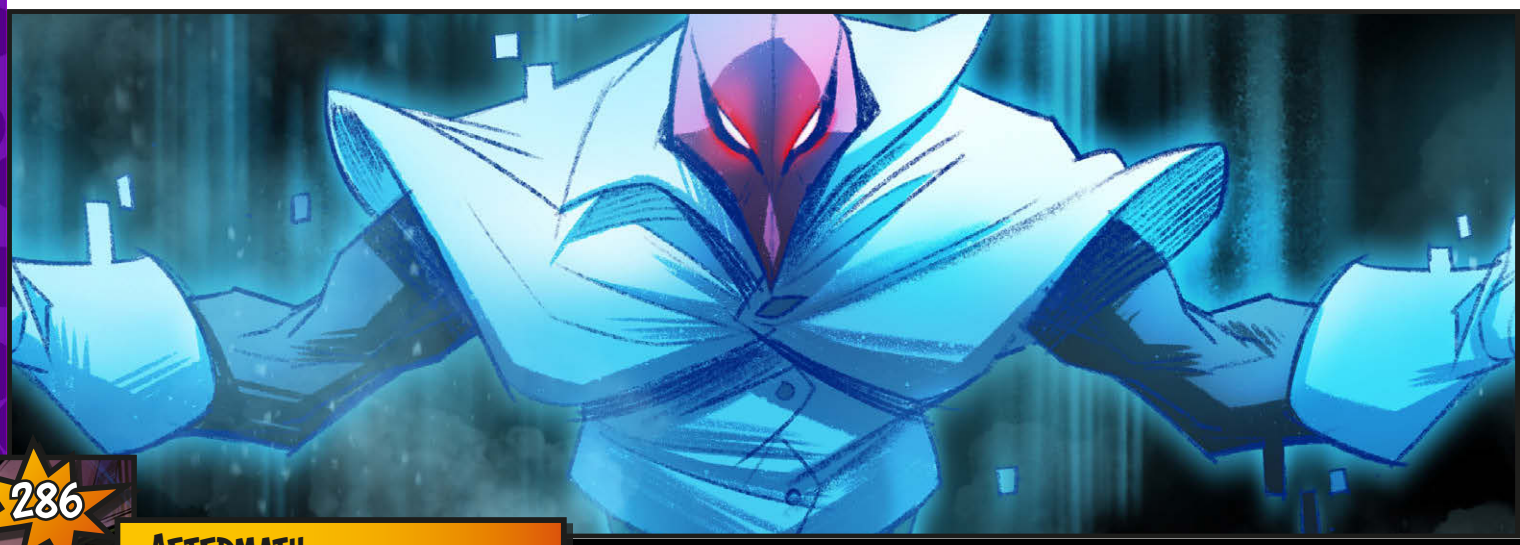
If the heroes are victorious, they rescued the Mayor, the police chief, and the geneticists from the Center for Advanced Genomic Research. Perhaps Biomancer's plan has been set back, or perhaps he is in hiding, but either way, he's out of action for now. The computer reveals some interesting information: the Skeeterbots from the first scene did indeed draw DNA from heroes they successfully attacked, and more clones of the heroes were in production.

If they failed to defeat Biomancer, the Argaeus Tower is a smouldering ruin, and Biomancer is out there… somewhere. And he has their DNA.

But Where Do You Go From Here?

If this is a standalone adventure:
Additional people kidnapped to be cloned are found in prison cells in the lower levels of the building. Biomancer attempted to place these clones in important positions around the world to do his bidding; now, the prisoners can be released and the clones taken into custody.

If you want the plot to go deeper:
When the heroes examine Biomancer's lair, they find more questions than answers. Where are the rest of the geneticists? Who else has been cloned, and where are the originals being held? Computer records indicate that someone paid him millions of dollars in cryptocurrency, suggesting that Biomancer was but a small player in a larger conspiracy. But who is pulling the strings? What is the deeper plot concocted by the other villains involved, and just who are those other villains? And what will Biomancer do now with the heroes' DNA? These questions and more can be answered in issues you make up yourself!



Building Clones of the Heroes

To build clones of the heroes, start by listing which heroes were successfully attacked by Skeeterbots in Scene 1.

Next, note the archetype of each hero to be cloned. Create a 10 lieutenant for each, according to these suggestions. Choose two abilities for each from the listed examples, or make one up yourself that mimics something the hero is good at!

Speedster Clone 10 Lieutenant

Description

The speedster is really, really fast.

Ability Options

Multiattack: Split the die into two dice of one smaller size, and Attack a different target with each roll.
Shock Wave: Hinder two targets with one roll.
Evasive Maneuvers: +2 to damage saves.

Shadow Clone 10 Lieutenant

Description

This threat strikes while unseen.

Ability Options

Feint Attack: Make a Boost action to hide. Then, immediately make an Attack using the value of that bonus.
One with the Shadows: +1 bonus to all Overcome actions made to stay out of sight.
Vulnerable Target: Attack, ignoring any inherent abilities and reactions your target has for reducing damage.

Physical Powerhouse Clone 10 Lieutenant

Description

A hulking, intimidating tank of an opponent.

Ability Options

Haymaker: +1 to Attack actions.
Brute Force: +1 to Overcome actions involving raw strength.
Is that all you got?: +2 to damage saves.

Marksman Clone 10 Lieutenant

Description

A master of a projectile weapon or weapons that the marksman uses.

Ability Options

Hail of Fire: +1 to Hinder actions related to suppressive fire.
Gun Kata: Split the die into two dice of one smaller size, and Attack a different target with each roll.
Snipe: Attack, ignoring any inherent abilities and reactions your target has for reducing damage.

Blaster Clone 10 Lieutenant

Description

Slingin' energy. Choose an element, or just call it generic "energy."

Ability Options

Blast: +1 to Attack actions.
Area Attack: Split the die into two dice of one smaller size, and Attack a different target with each roll.
Burn It: +1 to Overcome actions related to burning through obstacles.



Close Quarters Combat Specialist Clone 10 Lieutenant

Description

A wrestler, a martial artist, a sword-wielder, etc.

Ability Options

Imbalancing strike: Attack, then apply a -1 penalty to the target.
Disarming strike: +1 to Boost actions and Overcome attempts to disarm a target.
Counterstrike: When succeeding on a damage save, immediately Attack against the target that attacked you using half (rounded down) the result of the damage save, if within close combat range.

Armored Clone
10 Lieutenant

Description
Maybe it's a power suit, maybe a knight's plate, maybe it's tough hide.

Ability Options
Armor: Reduce all damage taken by 1.
Living Shield: +1 to Defend actions
Powered Exoskeleton: +1 to Overcome actions related to brute force

Flyer Clone
10 Lieutenant

Description
They can fly, either through innate powers or by using gear.

Ability Options
Death From Above: +1 to Attack actions while flying.
Take to the Air: +1 to Boost actions related to flying.
Evasive Maneuvers: Gain +1 to Defend actions while flying.

Elementalist Clone
10 Lieutenant

Description
Fully attuned to their element. Choose an element: cold, fire, electricity, water, air, etc.

Ability Options
Elemental Might: +1 to Attack actions.
Prepare the Field: +1 to Hinder actions related to your element.
Immunity: Cannot be damaged by your chosen element.

Robot/Cyborg Clone
10 Lieutenant

Description
This threat has some sort of visible mechanical and electronic parts.

Ability Options
Learning Machine: Boost yourself. The bonus is persistent and exclusive.
Metallic resilience: Reduce all damage taken by 1.
Precision Weaponry: +1 to Attack actions.

Sorcerer Clone
10 Lieutenant

Description
Sorcery can look a bit like many other abilities. Choose *one* of the listed abilities. Then select a second ability, chosen from another template: If the sorcerer you're mimicking focuses on a particular element, choose an ability from the Elementalist template. If they're a blaster, choose a Blaster ability. If they're a conjurer or summoner, choose a Minion-Maker ability. If an enchanter, choose a Psychic ability. And so on.

Ability Options
Magical Reset: Convert one bonus to a penalty of the same size or vice versa.
Enhancement: Boost two allies with the same roll.

Psychic Clone
10 Lieutenant

Description
Can kill you with their mind.

Ability Options
Mind Blast: +1 to Attack actions.
Confusion: Hinder two targets with the same roll.
Illusion: Defend yourself with a +1 bonus. This defense does not expire until you are attacked and use it.

Transporter Clone
10 Lieutenant

Description
Decide how the clone moves: vehicle, teleportation, or its own innate cloned powers. Choose two appropriate powers from this list, or one from this list and a second from another template.

Ability Options
Flier: +1 to Attack actions while flying.
Speedster: Hinder two targets with the same roll.
Teleporter: Move from one location to another with up to two allies, then Boost those allies.
Evasive Maneuvers: +2 to damage saves.
Portal Maker: Make a Boost action, then suddenly appear near a target. Immediately Attack using that bonus.

Minion-Maker Clone
10 Lieutenant

Description

This could be a robot builder, a necromancer, or anything else that involves literally making friends. Take the first ability and one of the other two.

Ability Options

Summon Minions: Create a number of 6 minions equal to half (rounded down) this minion's die roll.
Bolster Minions: Boost all the minions created by this minion.
Minion Defense: As your reaction, choose one of your minions to defend you by rolling its single die, then destroy that minion.

Wildcard Clone
10 Lieutenant

Description

Choose two powers from any clone templates.

Form-Changer Clone
10 Lieutenant

Description

Form-changers can shift to one of several forms. As a clone, use forms that fit who they're copying.

Ability Options

Change to flier (eagle, aircraft, etc.): Take on two abilities of the Flier.
Change to brute (rhino, truck, etc.): Take on two abilities of the Physical Powerhouse.
Change to tiny (mouse, ant, etc.): Take on two abilities of the Shadow.

Gadgeteer Clone
10 Lieutenant

Description

These gadgets boil down to adding a bonus to some action. Put whatever wrappers on it you like: steampunk, computerized, mechanical, etc.

Ability Options

Targeting System: +1 to Attack actions.
Interference Broadcaster: Hinder two targets.
Grappling Hook: +1 to Overcome actions related to mobility, or eliminate any one easily-grababble bonus.

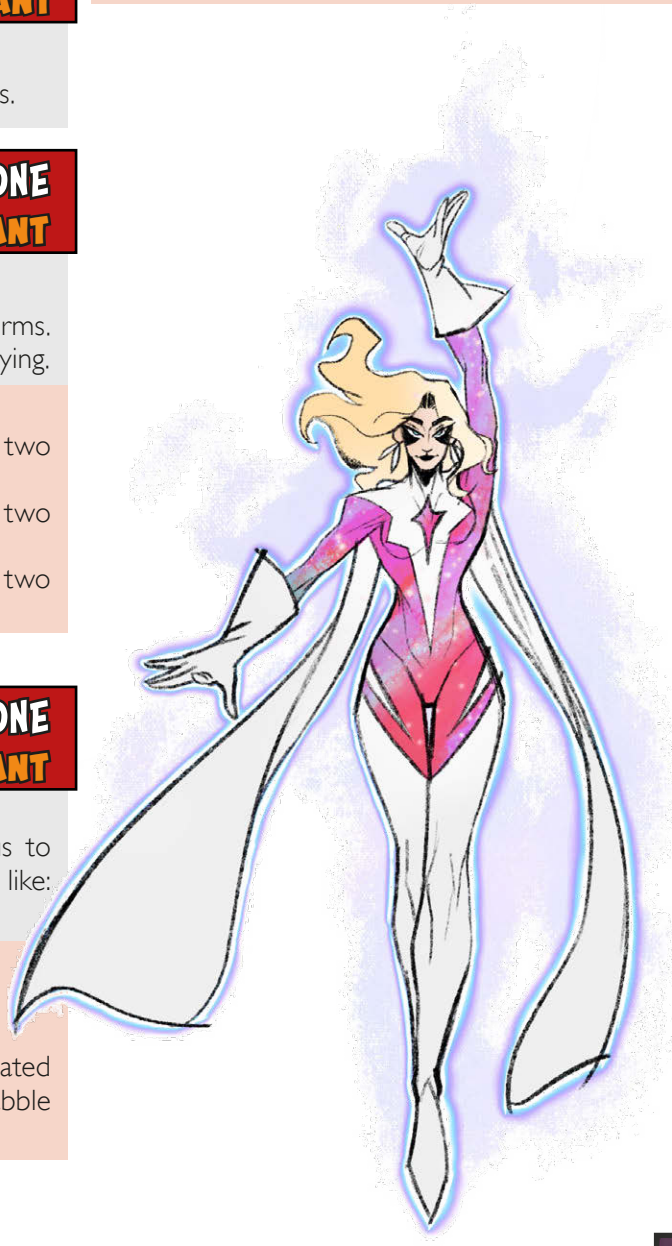
Reality Shaper Clone
10 Lieutenant

Description

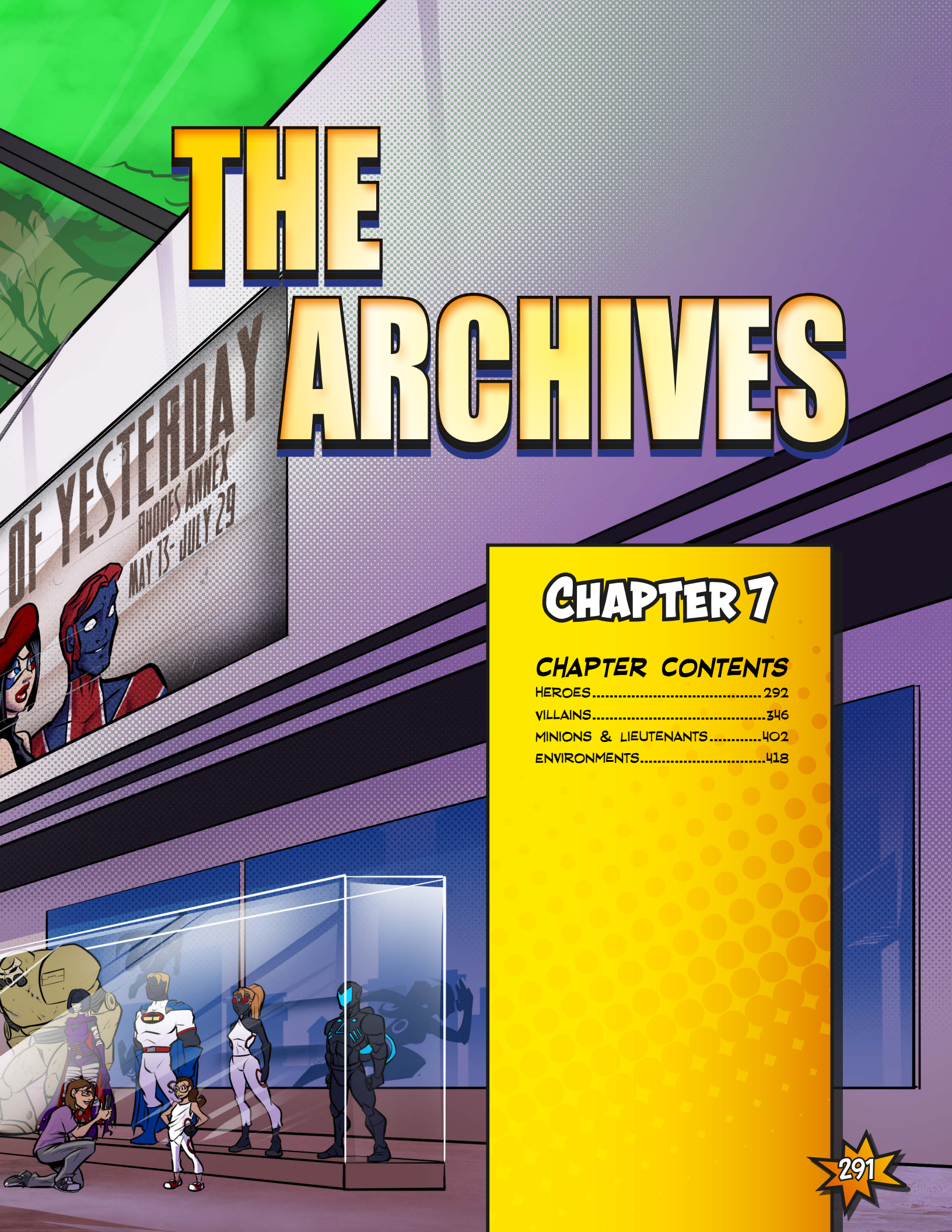
Reality shapers manipulate space-time to move, to hold targets in place, and duplicate matter.

Ability Options

There is Here: Boost to make your location seem directly next to a target's location, then Attack that target using the created bonus.
Minion Duplicator: Add minions to an existing minion group by rolling your die, then adding half that number of minions (rounded down). The size of the minions and abilities they have are the same as the highest die in that minion group.
Space-Time Excavator: Hinder two targets by twisting space-time around them to hold them steady.




HEROES



THE ARCHIVES

Chapter 7

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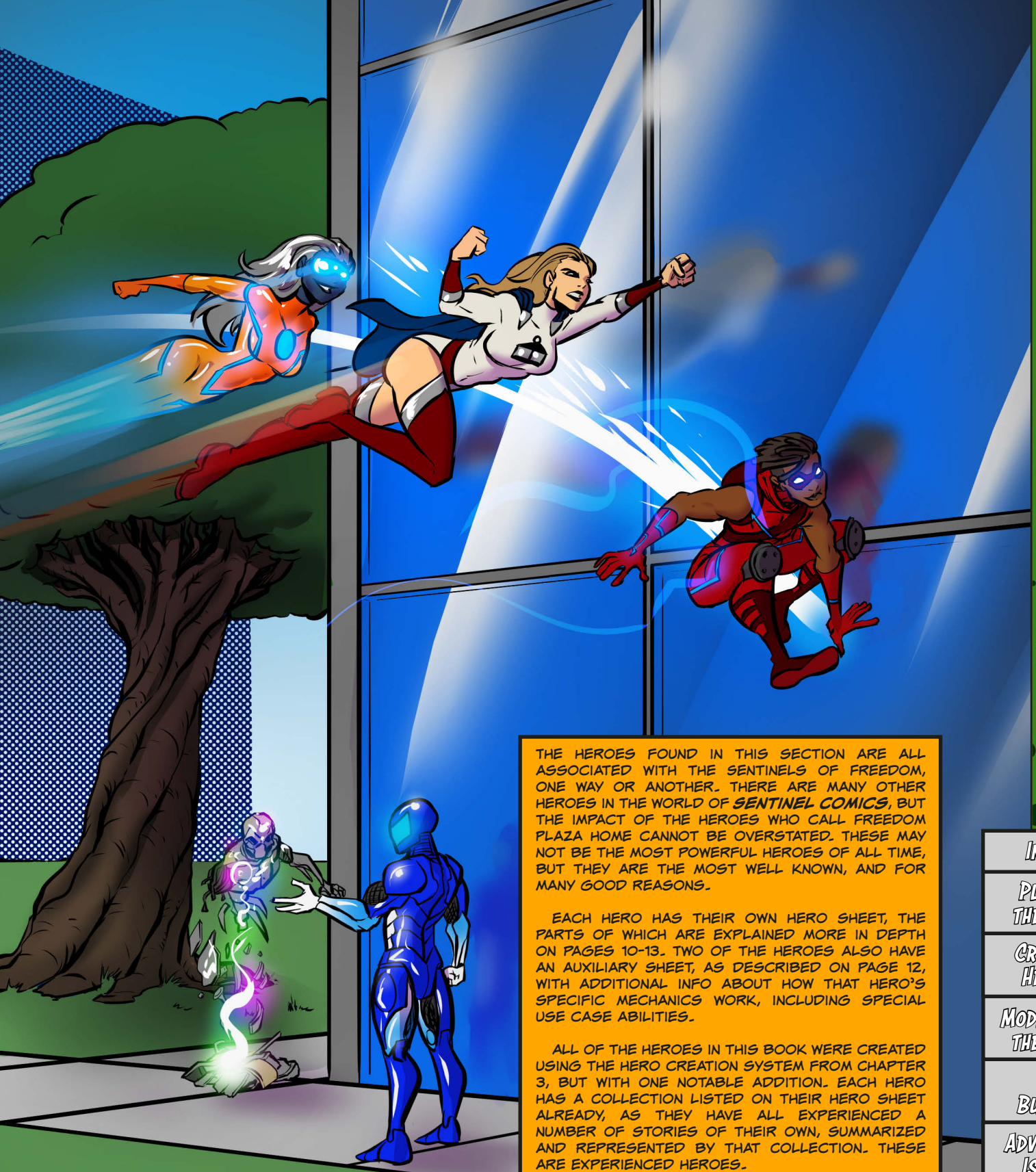
MEANWHILE...

THE HEROES OF EARTH CAN BE FOUND ALL OVER THE WORLD AND BEYOND, WITH SOME RANGING FAR OUT INTO THE GALAXY. THEY COME FROM ALL WALKS OF LIFE, IN EVERY IMAGINABLE SHAPE, SIZE, CLASS, AND CREED. WHAT UNITES THEM IS THEIR COMMON CAUSE: TO PROTECT THOSE WHO CANNOT PROTECT THEMSELVES.

FREEDOM PLAZA IS HOME TO THE HERO TEAM KNOWN AS THE SENTINELS OF FREEDOM, AS WELL AS THE HERO SCHOOL CALLED THE SENTINELS OF FREEDOM ACADEMY OF HEROICS AND JUSTICE, WHICH HOUSES DOZENS OF UP-AND-COMING HEROES. AMONGST THEIR NUMBER IS THE TEAM OF TEENAGED HEROES, DAYBREAK, WHO ARE STILL LEARNING WHAT IT MEANS TO BE A HERO.



THE HEROES FOUND IN THIS SECTION ARE ALL ASSOCIATED WITH THE SENTINELS OF FREEDOM, ONE WAY OR ANOTHER. THERE ARE MANY OTHER HEROES IN THE WORLD OF ***SENTINEL COMICS***, BUT THE IMPACT OF THE HEROES WHO CALL FREEDOM PLAZA HOME CANNOT BE OVERSTATED. THESE MAY NOT BE THE MOST POWERFUL HEROES OF ALL TIME, BUT THEY ARE THE MOST WELL KNOWN, AND FOR MANY GOOD REASONS.

EACH HERO HAS THEIR OWN HERO SHEET, THE PARTS OF WHICH ARE EXPLAINED MORE IN DEPTH ON PAGES 10-13. TWO OF THE HEROES ALSO HAVE AN AUXILIARY SHEET, AS DESCRIBED ON PAGE 12, WITH ADDITIONAL INFO ABOUT HOW THAT HERO'S SPECIFIC MECHANICS WORK, INCLUDING SPECIAL USE CASE ABILITIES.

ALL OF THE HEROES IN THIS BOOK WERE CREATED USING THE HERO CREATION SYSTEM FROM CHAPTER 3, BUT WITH ONE NOTABLE ADDITION. EACH HERO HAS A COLLECTION LISTED ON THEIR HERO SHEET ALREADY, AS THEY HAVE ALL EXPERIENCED A NUMBER OF STORIES OF THEIR OWN, SUMMARIZED AND REPRESENTED BY THAT COLLECTION. THESE ARE EXPERIENCED HEROES.

AFTER THE HERO SHEETS, EACH HERO'S VITAL STATISTICS ARE LISTED, AS WELL AS SECTIONS ON THEIR BIOGRAPHY, CAPABILITIES AND MOTIVATIONS, AND THEIR PERSONAL LIFE. IF YOU WANT TO LEARN MORE ABOUT THESE HEROES, THERE ARE MORE ***SENTINEL COMICS*** RESOURCES ON PAGE 2.

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SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Heritage

ALIAS Paul Parsons

PHYSICAL ATTRIBUTES

GENDER Male | AGE Middle-Aged | HEIGHT 6' 2"

EYES Blue | HAIR Light Brown and Grey | SKIN White

BUILD Athletic

COSTUME/EQUIPMENT Form-fitting blue and silver bodysuit, a high silver collar, blue gloves, tall black boots, with a stylized silver lantern logo on each shoulder.

CHARACTERISTICS

BACKGROUND Dynasty | POWER SOURCE Genetic

ARCHETYPE Physical Powerhouse | PERSONALITY Natural Leader

PRINCIPLE OF ORDER

DURING ROLEPLAYING

You believe in organization and concordance. You always keep your head in the face of chaos.

MINOR TWIST

What element of disorder causes your plan to fall apart?

MAJOR TWIST

How is your ordered existence ruined by chaos?

PRINCIPLE OF THE MENTOR

DURING ROLEPLAYING

It is important to you to share your knowledge and experience with less-weathered heroes. Everyone grants you some measure of respect for your wisdom.

MINOR TWIST

Which whippersnapper just showed you up?

MAJOR TWIST

What has just proven that you're too behind the times?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 +2 +3 +4

BACK ISSUES

COLLECTIONS

- Justice Comics, Vol 2

HERO NAME	ALIAS	PLAYER
Heritage	Paul Parsons	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Awareness	8	America's Finest	8
Flight	8	Close Combat	8
Speed	6	History	10
Strength	10	Leadership	10
Vitality	8		

STATUS DICE

GREEN 6

YELLOW 8

RED 10

HEALTH RANGE

GREEN 32-25

YELLOW 24-12

RED 11-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Fortitude	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Galvanize	A	Boost using Leadership. Apply that bonus to all hero Attack and Overcome actions until the start of your next turn.
	Motivational Charge	A	Attack using Leadership. Other nearby heroes in the Yellow or Red zone Recover equal to your Min die.
	Principle of Order	A	Overcome a challenge where you can organize other people. Use your Max die. You and each of your allies gain a hero point.
	Principle of the Mentor	A	Overcome a challenge that someone else younger already tried and failed. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Danger Sense	R	When damaged by an environment target or a surprise Attack, Defend by rolling your single Awareness die.
	Lead from the Front	A	Attack using Strength. The target of that Attack must take the Attack action against you as its next turn, if possible.
	Steel Yourself	A	Boost yourself using Vitality, then either remove a penalty on yourself or Recover using your Min die.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Heroic Interception	R	When an opponent Attacks, you may become the target of the Attack and Defend by rolling your single Red zone die.
	Take Down	A	Attack using Flight. Use your Max die. Then, Hinder that target using your Mid+Min dice.

OUT

Boost an ally by rolling your single History die.



Heritage

Alias: Paul Parsons
Gender: Male
Age: Middle-Aged
Height: 6'2"
Eyes: Blue
Hair: Light brown and grey
Skin: White
Build: Athletic
Costume/Equipment: Form-fitting blue and silver bodysuit, a high silver collar, blue gloves, all black boots, with a stylized silver lantern logo on each shoulder.
Background: Dynasty
Power Source: Genetic
Archetype: Physical Powerhouse
Personality: Natural Leader

Biography

For decades, the name Paul Parsons was synonymous with Legacy, arguably the world's greatest hero. Whenever the fighting was thickest, he would be there, holding back the tide. Wherever injustice reared its ugly head, a flash of white and blue would appear and save the day. Whenever a madman with a plan for world domination laughed maniacally and declared that he was invincible, Legacy would be there at the last moment to show him just how wrong he was. In the darkest times, even the bravest heroes would look to him for inspiration, and he was always prepared to put his life on the line for the freedom of others.

Paul, like all of the firstborn Parsons before him, knew that he would likely die on the front lines of the fight against insurmountable odds, leaving the next generation to take up the mantle. His family accepted and supported this, ready to face whatever came with grace.

When OblivAeon came to destroy all that was and would ever be, Paul knew that it would likely be his final battle. In order to save all of existence, he prepared to face the cosmic being with his fellow heroes (and greatest enemy) at his side, his daughter prepared to fully take up the name of Legacy should he fall. It was an epic battle that taxed his limits, and many times it seemed that he would need to make the ultimate sacrifice. When the time came, then, he was astonished to find that it was his greatest enemy, Baron Blade, who died to save the world.

Legacy was at a crossroads. He knew that his daughter was ready to be a hero in her own right, and it was fitting that she inherit the name of Legacy. However, he couldn't simply hand off responsibility and stop helping others. After consulting with his family and friends, he reached a decision. Paul Parsons would continue to be a hero under the name Heritage, leaving his daughter Felicia free to step into the role of Legacy. The OblivAeon event proved that the world needed more heroes, so he would focus on educating the next generation as a teacher at the newly proposed Freedom Plaza, and as an ambassador to the new multinational group G.L.O.B.A.L. Heritage would become a beacon of light, showing the way for the next generation… but if he ever sees a kid crying because their kitten is stuck in a tree, well, he always makes time to help those in need.

Capabilities and Motivations

Heritage has inherited powers from his family line, each generation refining and adding abilities. He has superhuman strength, speed, durability, bulletproof skin, a warning sense that can alert him to impending danger, and can fly. He is also extremely charismatic and inspiring, bringing out the best in others, often by leading by example. He makes people want to be the best versions of themselves. All of these combine to make him an extremely effective leader, but his greatest strength is always his resolve to protect others. No matter what, he does what he considers the right thing, and more often than not, he rallies those around him to help.

Personal Life

At first glance, Heritage lives what would be considered the stereotypical American life: white picket fence, dog, loving family, barbecues with friends on sunny Sunday afternoons. This impression rarely lasts long, however, as his home life is anything but typical. His wife Emily Parsons is a Senator, which means that she is frequently away attending to matters of state. His daughter Pauline Parsons — who always preferred going by her middle name, Felicia — has moved out and is the new Legacy. Paul keeps busy as a member of G.L.O.B.A.L. and as a teacher, and his decision to trust Felicia to carry on the Legacy name has brought the family even closer together.

While in Megalopolis, Heritage spends most of his time teaching courses on Communications and American History at the Sentinels of Freedom Academy of Heroics and Justice. He is of the firm belief that having powers doesn't mean skipping a quality education. His background as a hero on and off the field comes in handy with the students, since they know that he's the real deal and give him (slightly) more respect than they would give other adults. Raising a daughter with powers gave him a lot of experience in dealing with the special challenges involved with teaching students who are discovering new powers and constantly testing their limits. He's also an able combat course instructor, since his nigh-indestructibility means that the students can really let loose without having to worry too much that they are going to hurt him.

While the destruction wrought by OblivAeon was tragic, it did have one positive side effect — it showed just how many people around the world were willing to step up and help others, many of them with powers of their own. Because of this untapped resource, a new organization has been formed to better coordinate heroes worldwide: the Geocentric Limited Operations for the Benefit of Advanced Lifeforms, more commonly known as G.L.O.B.A.L. By connecting heroes around the world, individual heroes know who they can call on in their area, preventing disasters, saving more people, and forging friendships. Nations can send representatives to G.L.O.B.A.L. (voluntarily, of course), to learn more about heroes worldwide and work towards creating a worldwide community. Heritage is the United States representative, serving as a consultant about the kinds of threats heroes can face as well as putting his considerable charisma to work as an ambassador for heroes in general. G.L.O.B.A.L. is still in its infancy, but with more nations signing on all the time, it could become a true force for good in the world.



Sentinels of Freedom



Saving the Multiverse

After the narrow defeat of the dread cosmic entity OblivAeon, the hero team known as the Freedom Five took stock. They had just been through the worst fight of their lives, and they all had come out the other side alive, though not unscathed. They all had scars — physical and emotional — from the battle, having lost friends and loved ones in the horrific, multiverse-spanning event. As they began the arduous process of rebuilding, they considered what might come next. They had seen heroes across the world rise up, and it was clear that there were many more who were willing to join the fight against evil. They began to formulate a plan to train the next generation of heroes — to train people how to use their powers to the best of their ability and survive the fight against evil. The Freedom Five had many heroic allies over the years, but they were always just the five of them. Maybe, it was time to leave that number in the past and usher in a new era of heroes to save this world and beyond.

Passing on a Legacy

Paul Parsons, the hero known as Legacy, realized that he in particular was at a major personal and professional crossroads. He had trained his daughter Felicia to one day take the Legacy name, with the idea that she would become Legacy when he inevitably fell on the field… but she was ready now, and he was still quite alive. Then, he got to see just how capable his daughter was — not just as a hero, but as a leader — in an event that left him momentarily stripped of his powers. After she saved the day (with some help from the teen hero team known as Daybreak), he gladly passed on the mantle of Legacy, and his daughter took his place on the front lines. As Heritage, Paul Parsons would continue to be a hero, but there was a new Legacy, and he couldn't be more proud of her.

A New Name with New Purpose

With his decision to focus on teaching the next generation, the rest of the Freedom Five evolved into the Sentinels of Freedom. Instead of five individual heroes who would team up whenever a villain threatened the world, they would spend their time both on and off the field as a team, teaching the next generation in the newly built Sentinels of Freedom Academy of Heroics and Justice while still finding time to team up and fight crime. They still have their own lives and concerns, but so many people needed to know what they had learned from painful experience.

Roles of the Sentinels

Each of them brought something to the table. Legacy could share her experiences growing up with powers, managing both a public and a secret identity, and a great deal of super-powered combat skills. Wraith could teach prospective heroes how to move silently, fight hand to hand, think logically, and deal with threats that were more powerful than they were, and her secret identity of Maia Montgomery could certainly drop in occasionally for a guest lecture on business administration. Bunker could teach tactics and help young tech oriented heroes figure out that it was them and not their technology that made them heroes, and how to carry on the mission when their vital technology was taken from them. Tachyon could teach the sciences as well as making sure that all of her students knew of the risks (and lure) of pushing themselves too hard to do everything and save everyone. Absolute Zero had the hardest job. Putting the many bitter lessons in his life to work, he taught the students what to do when all seemed lost, when faced with loss, and how to carry on when everything fell apart.

Freedom Plaza

The monumental headquarters of the Freedom Five was destroyed during the OblivAeon event, but rebuilding Freedom Tower was not the solution. With the establishment of the Sentinels of Freedom Academy of Heroics and Justice, an entire, multi-purpose campus was created in downtown Megalopolis: Freedom Plaza. There, the Sentinels of Freedom could train, teach, and monitor the world and beyond. The entire plaza was built around Legacy Park, in which grows the massive tree that stands as both a tribute to all who fought to protect this world, as well as a beacon of promise. Legacy, Wraith, Bunker, Tachyon, and Absolute Zero each have their own connection to that tree and to this place. It's their home, but it's also their hope for a better future.

Freedom for All

Now, each of these Sentinels of Freedom work together in ways similar to how they fought crime before, but also in many new and often unexpected ways. The world still needed saving, but with all these news heroes, the route to saving the world contained more possibilities than ever before. They are always looking out for potential recruits to the ranks of the Sentinels of Freedom.



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Legacy

ALIAS Pauline "Felicia Fields" Parsons

PHYSICAL ATTRIBUTES

GENDER Female | AGE Early-20s | HEIGHT 5'10"

EYES Blue | HAIR Blonde | SKIN Fair

BUILD Athletic

COSTUME/EQUIPMENT Legacy wears the iconic Legacy costume, complete with Legacy insignia, blue cape, and tall red boots.

CHARACTERISTICS

BACKGROUND Dynasty | POWER SOURCE Genetic

ARCHETYPE Flyer | PERSONALITY Cheerful

PRINCIPLE OF THE HERO

DURING ROLEPLAYING

Because of your abilities, you have a calling to protect others.

MINOR TWIST

Your immediate need to help someone else causes you to drop the ball in your personal life. What was it?

MAJOR TWIST

You're given an ultimatum between your life as a hero and something else you value. What do you give up?

PRINCIPLE OF JUSTICE

DURING ROLEPLAYING

You are always aware of acts of injustice in your environment and those who have committed them.

MINOR TWIST

How are you taking extra time to show yourself as a shining example of justice?

MAJOR TWIST

How do you unnerve your allies in the single-minded pursuit of justice?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 +2 +3 +4

BACK ISSUES

COLLECTIONS

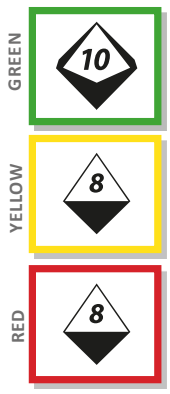
- Sentinels of Freedom, Vol. 1



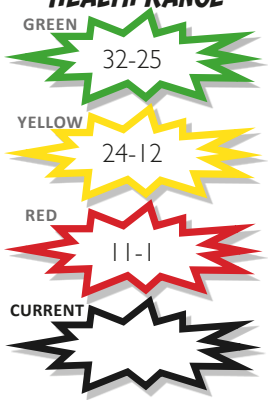
HERO NAME	ALIAS	PLAYER
Legacy	Pauline "Felicia Fields" Parsons	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Atomic Glare	8	America's Favorite	8
Flight	10	Close Combat	10
Strength	8	History	10
Vitality	8	Insight	10
		Ranged Combat	8

STATUS DICE



HEALTH RANGE



ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Eyes in the Sky	A	Boost using Insight. Apply that bonus to all hero Attack and Overcome actions until the start of your next turn.
	Furthering your Father's Legacy	A	Boost yourself using Insight. That bonus is persistent and exclusive.
	Sideswipe	A	Hinder multiple targets using Flight. Apply your Min die to each of them.
	Principle of the Hero	A	Overcome in a situation in which innocent people are in immediate danger. Use your Max die. You and each of your allies gain a hero point.
	Principle of Justice	A	Overcome to stop an act of injustice in progress and use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

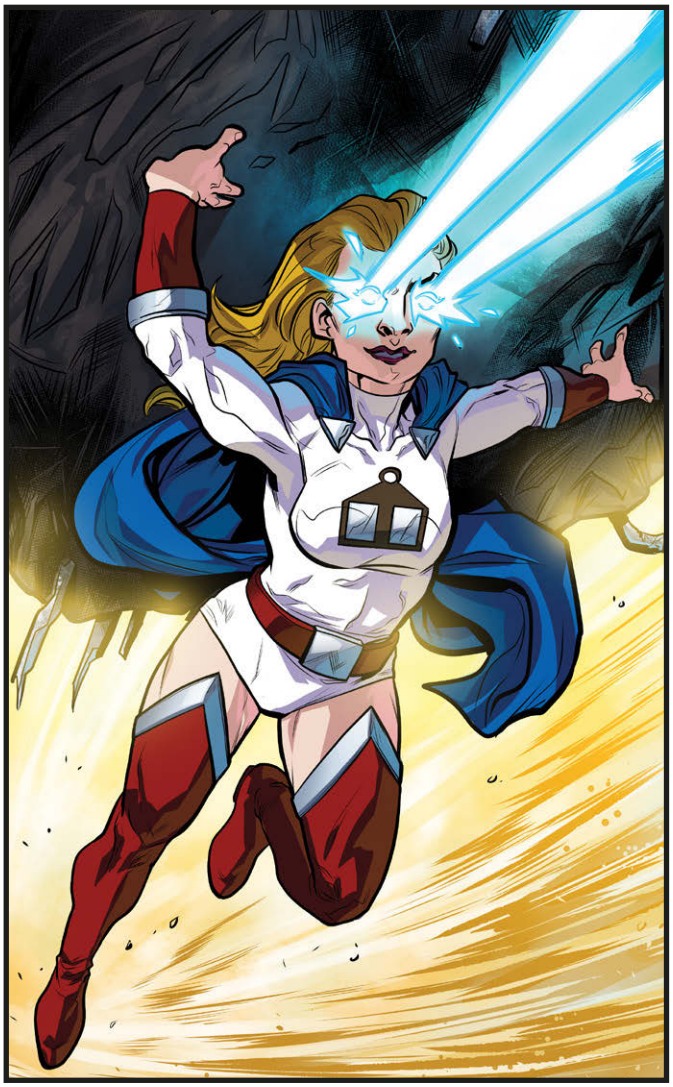
ICON	NAME	TYPE	GAME TEXT
	Danger Sense	R	When damaged by an environment target or a surprise Attack, Defend by rolling your single Flight die.
	Evasive Assault	A	Attack using Flight, then Defend against all attacks against you until your next turn equal to your Min die.
	Sweeping Gaze	A	Attack multiple targets using Atomic Glare, using your Min die against each.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Focused Blast	A	Boost yourself using Atomic Glare. Use your Max die. That bonus is persistent and exclusive. Attack using your Mid die plus that bonus.
	Head-On Collision	A	Attack using Flight. Use your Max die. Then, Hinder that target using your Mid+Min dice.

OUT

Boost an ally by rolling your single Vitality die.



Legacy

Alias: Pauline "Felicia Fields" Parsons
Gender: Female
Age: Early-20s
Height: 5' 10"
Eyes: Blue
Hair: Blonde
Skin: Fair
Build: Athletic
Costume/Equipment: Legacy wears the iconic Legacy costume, complete with Legacy insignia, blue cape, and tall red boots.
Background: Dynasty
Power Source: Genetic
Archetype: Flyer
Personality: Cheerful

Biography

Felicia grew up knowing that she would one day carry on her father's work as a hero. Once her powers manifested, she was eager to prove herself. After she went out on patrol without her parents' permission, Legacy realized the time for her training had come. Taking flight as "Young Legacy", Felicia had to balance school and the demands of being a hero. She quickly realized she wanted a secret identity. Her father had no such secrets, and she saw just how much he gave of himself wherever he went; for Paul Parsons, there was no time off. Felicia wanted to have a social life with people who didn't know that she could crush a steel beam. She wanted to go to parties, attend a rally, or just sit and study. She wanted to be treated like a normal person, not a statue on a pedestal.

The identity of "Felicia Fields, normal girl", turned out to be tricky to maintain. Despite wanting a normal life, she was every inch her father's daughter, unable to turn aside when she saw something wrong. College was a hectic mix of studying, social engagements, and dealing with the occasional villain. In between crises — be they exams or bank robberies — she met two people who would go on to become fixtures in her life. The first, Jimmy Wong, rapidly became one of her best friends, even after he discovered her secret identity. The second, Marissa Snow, rapidly became her rival, the two of them constantly pushing each other.

OblivAeon struck shortly before Felicia graduated, and she leapt into action alongside the heroes of the multiverse to combat the singular entity. She and her father and time-displaced grandfather fought the cosmic entity directly, keeping it busy while the rest of the heroes prepared a trap. When the trap was sprung, OblivAeon and her fellow heroes were transported away in a burst of energy, leaving her in Megalopolis. The fight wasn't over for her, however. Soon after OblivAeon disappeared, a cosmically empowered Rainek Kel'Voss appeared in his place, having absorbed the power of OblivAeon. Felicia fought the Thorathian with heroes such as Tempest, Sky-Scraper, and Guise, but they could not defeat him, augmented as he was with the stolen energy. It was only through the return of the Freedom Five, magical assistance from the Harpy, and a cunning triple-cross from Baron Blade that Voss was drained of power and ultimately defeated.

Graduation was comparatively underwhelming after saving the multiverse, but she had earned it.

Capabilities and Motivations

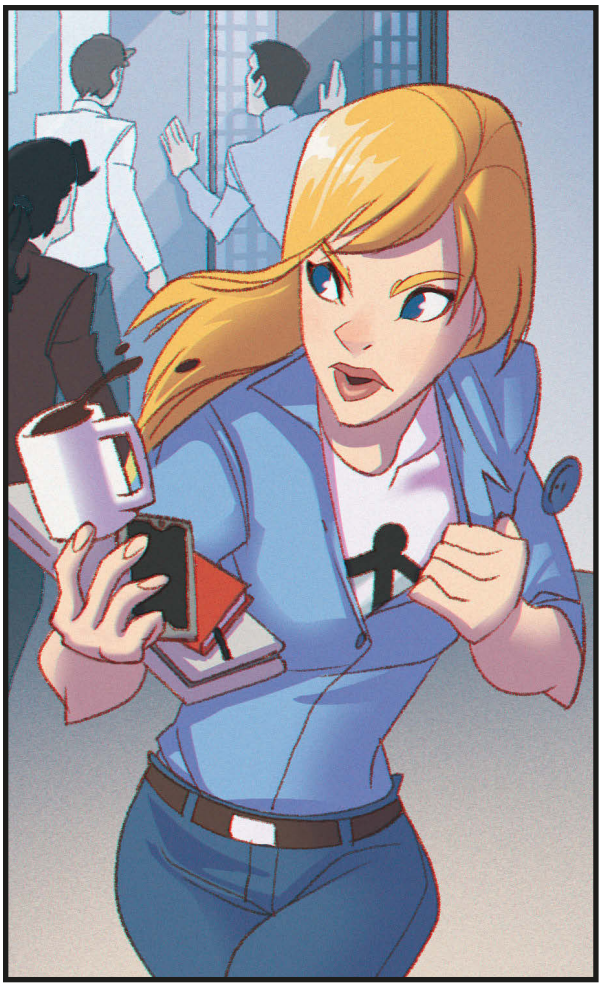
Legacy has all of the powers of her forefathers, including superhuman speed, strength, durability, bulletproof skin, and the ability to fly. True to her lineage, she developed a new power to add to the list: the ability to fire beams of energy from her eyes that can easily punch through steel. This ability has given her a different approach to combat from her father. While she is still a capable hand-to-hand combatant, she prefers to use her flight and eye beams to outmaneuver her opponents and get a bigger picture of the fighting field. She is, however, every inch her father's daughter. When she sees someone about to be harmed, she charges into the thick of the fighting to take the hits. She is also eager to prove that she is worthy of the Legacy name, making her more likely to take impulsive risks, a potential weakness that can only be tempered by time and experience.

Personal Life

Felicia lives and works in Megalopolis (both in and out of costume). After graduating, she worked as a trainer at the Sentinels of Freedom Academy, but mostly she was in costume, establishing herself as Legacy after her father stepped down. After about a year, she received a job offer from an unusual source: her old rival Marissa Snow, now working in accounting at Green-Splice Solutions, an energy non-profit in Megalopolis. They needed a social media/outreach person, and Marissa recommended Felicia, regarding her old rival as the reason why she had pushed herself to become better. The job suited Felicia perfectly, and she was eager to work for a non-profit dedicated to supplying technology to help Megalopolis citizens regulate their energy consumption. In the aftermath of the battle, this was a pressing issue, as the energy situation in Megalopolis was… unique.

One of the results of the OblivAeon fight was a truly massive tree in the center of Megalopolis, the result of the sacrifice of an earth spirit and the draining of stolen cosmic energy. This tree, having absorbed all of that cosmic energy, had twined its roots throughout the underpinnings of Megalopolis, becoming inseparable from the city power grid. With investigations ongoing about how much power it could generate (and when or if it would run out), and no backups available due to how thoroughly the tree had intertwined with the grid, raising awareness of how the new situation and preserving energy wherever possible was vital. Green-Splice Solutions had created a new smart outlet that could shut off power to unused devices, allowing for substantial savings over time. Felicia set to work with a will, throwing her considerable charisma and cheerful attitude at the problem and rapidly showing that she was the right choice for the job, which eventually led to her and Marissa becoming fast friends.

On the heroing side of her life, Felicia keeps the streets of Megalopolis safe with the aid of Jimmy Wong, who helps her behind the scenes with technology and surveillance. When a larger threat rises, she goes on missions as part of the Sentinels of Freedom. She spends a lot of time mentoring a young hero team called Daybreak at the academy. She's trying to instill a sense of social responsibility in them, which is no easy task. It's been challenging to make them understand the importance of restraint and not going overboard with their powers, causing collateral damage. All of this leaves very little time for her to actually have a social life, but she tries. Felicia has yet to learn the important lesson that she can't do everything: she is either working, fighting crime, teaching, or mentoring Daybreak, leaving her very little time to herself.







WRAITH

SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Wraith

ALIAS Maia Adrianna Montgomery

PHYSICAL ATTRIBUTES

GENDER Female | AGE Mid-20s | HEIGHT 5' 7"

EYES Green | HAIR Black | SKIN Pale

BUILD Fit

COSTUME/EQUIPMENT Dark purple cloak with a hood, red bodysuit, and purple gloves and boots. Purple bands around her arms and legs, and a purple mask on the lower half of her face. Pouches for gadgets on her belt.

CHARACTERISTICS

BACKGROUND Upper Class | POWER SOURCE Training

ARCHETYPE Shadow | PERSONALITY Analytical

PRINCIPLE OF THE DETECTIVE

DURING ROLEPLAYING

You can always tell when an important piece of information is being left out or obscured, though you might not know exactly what it is.

MINOR TWIST

What important clue did you miss?

MAJOR TWIST

What major secret was just revealed that you would rather have stayed hidden?

PRINCIPLE OF STEALTH

DURING ROLEPLAYING

You always know the most efficient method to enter or leave a location.

MINOR TWIST

What evidence of your presence did you just leave behind?

MAJOR TWIST

What just happened that identified you as an obvious threat?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 +2 +3 +4

BACK ISSUES

COLLECTIONS

- Sentinels of Freedom, Vol. 1

HERO NAME	ALIAS	PLAYER
Wraith	Maia Adrianna Montgomery	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Agility	8	Close Combat	8
Deduction	10	Investigation	10
Gadgets	8	Fitness	8
Throwing Knives	8	Ranged Combat	8
		Stealth	10
		Wealthy CEO	8

STATUS DICE

GREEN 10

YELLOW 8

RED 6

HEALTH RANGE

GREEN 28-22

YELLOW 21-11

RED 10-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Grappling Hook	A	Attack using Ranged Combat. Remove one physical bonus or penalty, Hinder a target using your Min die, or maneuver to a new location in your environment.
	Strike from the Shadows	A	Attack using Stealth. Defend using your Min die against all Attacks until your next turn.
	Principle of the Detective	A	Overcome to learn hidden information and use your Max die. You and each of your allies gain a hero point.
	Principle of Stealth	A	Overcome to infiltrate somewhere or avoid detection and use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

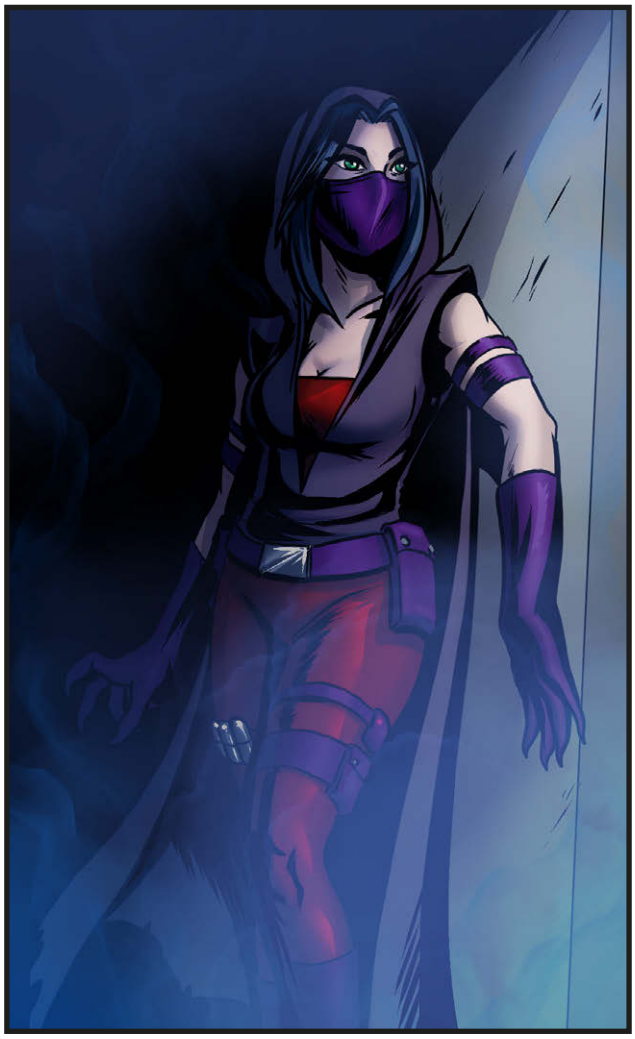
ICON	NAME	TYPE	GAME TEXT
	Combat Stance	R	When you are Attacked by a nearby enemy, the attacker also takes an equal amount of damage.
	Smoke Bombs	R	When you would take damage, Defend against that damage by rolling your single Stealth die.
	Utility Belt	A	Boost yourself using Gadgets. That bonus is persistent and exclusive. Then, Attack using your Min die. You may use the bonus you just created on that Attack.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Favorite Knife	A	Boost yourself using Throwing Knives. Use your Max die. That bonus is persistent and exclusive. Attack using your Mid die plus that bonus.
	Run the Numbers	A	Boost using Investigation and use your Max die. Defend against all Attacks against you using your Mid die until your next turn. Note your Min die: as a Reaction, until your next turn, you may Hinder an attacker using that die.
	Street Smarts	I	When taking any action using Deduction, you may reroll your Min die before determining effects.

OUT

Remove a bonus or penalty of your choice.



Wraith

Alias: Maia Adrianna Montgomery
Gender: Female
Age: Mid-20s
Height: 5' 7"
Eyes: Green
Hair: Black
Skin: Pale
Build: Fit
Costume/Equipment: Dark purple cloak with a hood, red bodysuit, and purple gloves and boots. Purple bands around her arms and legs, and a purple mask on the lower half of her face. Pouches for gadgets on her belt.
Background: Upper Class
Power Source: Training
Archetype: Shadow
Personality: Analytical

Biography

After an assault in college left her hospitalized and her boyfriend dead, Maia Montgomery lay in recovery, thinking of the advice her father gave her when she was afraid of the dark as a child. Wrapping a blanket around her as a cloak, he told her that she should be a wraith so that the monsters in the dark would be scared of her instead. As she lay in traction, she decided to finally become that wraith. As she healed, she began training in combat, critical thinking, and investigation. Her parents were the CEO's of Montgomery Industries, so no expense was spared as she trained her body and mind. When she recovered, they handed the reins of the company to her. During the day, she was the charming and intelligent young CEO of Montgomery Industries, and at night, she became the shadows!

Rook City rapidly taught her that crime was everywhere. She would need every trick if she wanted to survive as a crimefighter. With no powers, every fight needed to be carefully considered to avoid a situation where she couldn't win. She needed to strike quickly and decisively, avoiding punching matches with massive thugs. She made her own gadgets, as the corrupt police certainly wouldn't allow her into their forensics labs. And she learned how to track her foes, understand criminal psychology, and master a multitude of ways of thinking. Wraith did all this to become something to fear — an alpha predator stalking the worst her city had to offer from the shadows, all while maintaining her secret identity.

When she was contacted by Legacy, she was surprised. He said that he was forming a new team, and that he wanted her in it. She joined, mostly out of curiosity, and quickly proved that the Freedom Five needed her analytical skills, gadgets, and training. Together, the team saved the world more times that could easily be counted, fighting aliens, robots, monsters, and doomsday devices of all types. She made friends she never expected, including more recently finding love again with Tyler Vance, her teammate and the pilot of the Bunker suit.

OblivAeon put her skills to the ultimate test. Along with the rest of the Freedom Five, she put herself in front of the godlike being and, against all odds, won. There was loss, but she had learned early on that success always had a price. In the aftermath, she pledged her company's resources to reconstruction, and took stock of things with the rest of the Freedom Five, joining them in the decision to teach the next generation of heroes.

Capabilities and Motivations

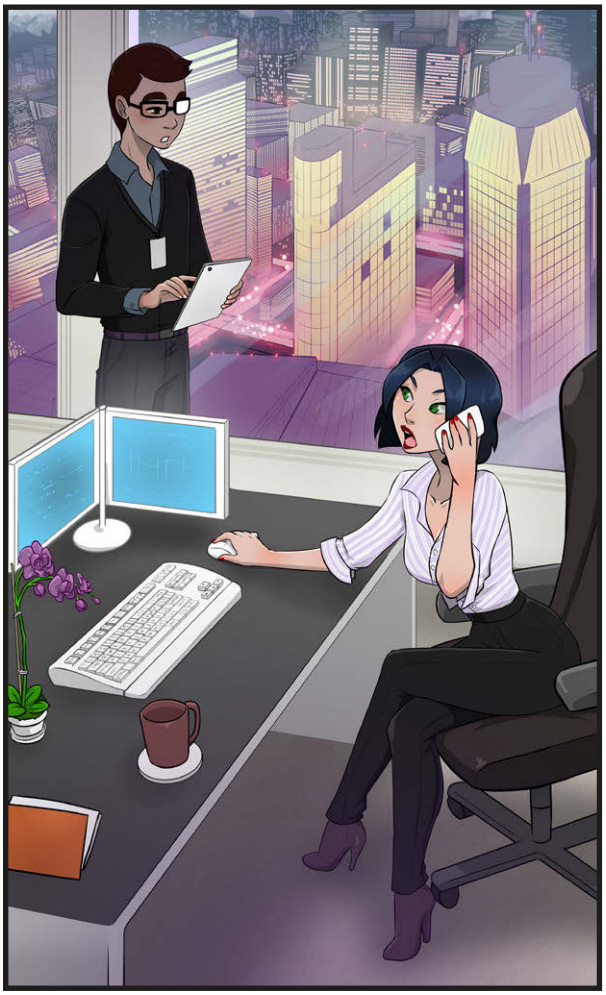
Maia Montgomery is a proficient martial artist in peak physical condition, who supplements her speed and stealth with darts, knives, and stun bolts. While she is not as deadly in hand to hand combat as a true master of the craft, like the hero Mantra or the villain Dragonclaw, she has the edge in any ranged engagement with a martial artist of superior skill, particularly if she has opportunities to bring her stealth or superior mobility into play. Her physical skills are only a small part of her ability, however. Wraith's biggest strength is her analytical approach to fighting crime: she hangs back until she sees an opening, detecting weaknesses in the enemy's plan and then striking at the opportune moment. She also carries a variety of gadgets, seemingly able to find just the right thing in her utility belt for any dilemma, and on the rare occasion where she has nothing available, she can improvise. Wraith is most in her element on a rooftop stakeout, or reconstructing a crime scene. This is not to say that she isn't valuable in a fight against an alien despot, but street level crime is where she can bring all of her skills to bear.

Personal Life

Wraith's shift towards teaching has necessitated a few changes in Maia Montgomery's lifestyle. The biggest one is that she has shifted her base of operations to Megalopolis, both as Maia Montgomery and as Wraith. While crime still exists in Rook City, it is evolving to the point that Dark Watch's community oriented system is more effective than a shadowy terror stalking the night. When the crime network known as The Organization sent thugs to collect "protecting payments" from businesses, Wraith descending from the shadows could make a difference, but now The Organization is trying a new approach. When Organization flunkies create Homeowners Associations in Rook City that require residents to pay "maintenance and protection" dues, that is the sort of thing where a grassroots community response is more effective. This new approach meant that Montgomery Industries was suddenly more effective combating the Organization through social programs than through the actions of their secret vigilante CEO!

Basically, Wraith does more good right now as Maia Montgomery working in the open and teaching in secret as Wraith than she could do by aiding in secret as Maia Montgomery and working openly as Wraith. Megalopolis is rebuilding, and there are a lot of opportunities for criminals in the shadows there, so when the night air calls her and the roofs of Megalopolis beckon, she gets her grappling hook and goes to work. Many of her field-work classes happen at night, and often on rooftops. Sometimes she takes promising students with her on stakeouts, so that they can learn the vital skills required to successfully stalk a band of thugs, or shows them how to piece together how a crime went down from the clues left behind.

Her daily life is a mix of being a busy CEO, missions as Wraith, and learning how to date someone who not only knows her secret identity, but who knows the masked facets of her life better than who she is without the mask. Maia is also finding that, while she knows the Tyler Vance that operates the Bunker suit and is very focused on missions, there is a lot about him that she doesn't know when he is more relaxed. Her analytical side finds it fascinating, but she's learning to just relax around him… at least until she sees a group of thugs corner someone in an alley. Then, she knows she has someone who can cover for her while she changes, and who can back her up as needed.





BUNKER

SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER



HERO NAME Bunker

ALIAS Captain Tyler Vance

PHYSICAL ATTRIBUTES

GENDER Male | AGE Late-20s | HEIGHT 5'8"

EYES Green | HAIR Brown | SKIN White

BUILD Athletic

COSTUME/EQUIPMENT Captain Vance most commonly wears street clothes both in and out of armor, though he still has his dress uniform for special occasions. His ten-foot tall armored exo-chassis is silver and gold, with glowing blue accents. He always carries the RIOT cannon.

CHARACTERISTICS

BACKGROUND Military | POWER SOURCE Powered Suit

ARCHETYPE Modular: Armored | PERSONALITY Decisive

PRINCIPLE OF THE DEFENDER

DURING ROLEPLAYING

You will put yourself in harm's way to defend another without a second thought.

MINOR TWIST

How do your actions put you in more danger than before?

MAJOR TWIST

What great sacrifice did you just make to succeed?

PRINCIPLE OF THE TACTICIAN

DURING ROLEPLAYING

You are constantly assessing the situation, making plans and backup plans, and then reassessing the situation.

MINOR TWIST

What one variable did your plan not account for?

MAJOR TWIST

What major threat is revealed that invalidates all your plans?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 +2 +3 +4

BACK ISSUES

COLLECTIONS

- Sentinels of Freedom, Vol. 1

HERO NAME	ALIAS	PLAYER
Bunker	Captain Tyler Vance	

POWERS	DIE TYPE
Power Suit	10
RIOT Cannon	8
Lightning Calculator	8
Strength	10

QUALITIES	DIE TYPE
Fitness	6
Insight	6
Ranged Combat	10
Self-Discipline	8
Veteran	8

STATUS DICE

GREEN 8

YELLOW 8

RED 10

HEALTH RANGE

GREEN 33-26

YELLOW 25-13

RED 12-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Armored Plating	I	Reduce physical damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Satellite-Based Mode Shift	A	Boost yourself using Power Suit. Then change modes.
	Principle of the Defender	A	Overcome a situation that requires you to hold the line and use you Max die OR use your Mid die and Defend with your Min die. You and each of your allies gain a hero point.
	Principle of the Tactician	A	Overcome when you can flashback to how you prepared for this exact situation. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Decoupled Barrage	A	Attack up to three different targets using RIOT Cannon. Apply your Max die to one, your Mid die to another, and your Min die to the third. If you roll doubles, take a minor twist or take irreducible damage equal to that die.
	MagnaRail Upgrade	A	Boost yourself using Power Suit. Use your Min+Mid dice. That bonus is persistent and exclusive.
	Satellite Recall	A	Destroy one bonus on you. Change modes, then take an action in the new mode.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Emergency Reconfiguration	R	When you are hit with an Attack, you may change to any mode. If you do, take extra damage equal to the Min die or take a minor twist.
	External Combustion	A	Attack multiple nearby targets using Power Suit. Use your Max+Mid dice against each. Take irreducible damage equal to your Min die.
	RIOT-Blast	A	Attack using RIOT Cannon and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.

OUT

Boost an ally by rolling your single Lightning Calculator die.

BUNKER

AUXILIARY SHEET

Bunker is a modular hero, and can change between modes using abilities. Each mode can be accessed based on the zone you are in. They change your power dice set and some have an ability you gain access to while in that mode.

OPERATIONS MODE

GREEN ZONE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit	10	Default mode. All actions are normal.
RIOT Cannon	8	
Lightning Calculator	8	
Strength	10	

OUT OF SUIT MODE

POWERS	DIE TYPE	MODE DESCRIPTION
RIOT Cannon	10	When Tyler Vance is not in the Bunker suit, use this mode. You cannot use any abilities other than abilities from your principles. When he can use the suit again, change to Operations Mode.
Strength	6	

UTILITY MODE

GREEN ZONE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit	12	You cannot Attack or Hinder while in this mode. You gain access to this ability:
RIOT Cannon	8	
Lightning Calculator	8	
Strength	12	

ICON	NAME	TYPE	GAME TEXT
	Uplink Upgrade	A	Boost yourself using Power Suit. Create one bonus with your Max die and one bonus using your Mid die. These bonuses are persistent and exclusive.

RECHARGE MODE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit	10	You cannot Attack or Hinder while in this mode. You gain access to this ability:
RIOT Cannon	12	

ICON	NAME	TYPE	GAME TEXT
	Defensive Diagnostic	A	Defend using RIOT Cannon. Use your Max die. Recover Health equal to your Min die.

TACTICAL MODE

YELLOW ZONE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit	12	You cannot Attack or Defend while in this mode. You gain access to this ability:
RIOT Cannon	8	
Lightning Calculator	10	
Strength	10	

ICON	NAME	TYPE	GAME TEXT
	Sitrep: Resolved	A	Hinder or use one of your principles to Overcome using Lightning Calculator. Use your Max+Min dice.



TURRET MODE

RED ZONE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit	10	You are fixed to the spot and cannot move or Boost while in this mode. You gain access to this ability:
RIOT Cannon	10	
Lightning Calculator	8	

ICON	NAME	TYPE	GAME TEXT
	BUDDABUDDA BUDDABUDDA	I	Whenever you take a basic Attack action, either use your Max+Min dice to Attack one target, or Attack two different targets, one using your Max die and one using your Mid die.

Bunker

Alias: Captain Tyler Vance
Gender: Male
Age: Late-20s
Height: 5'8"
Eyes: Green
Hair: Brown
Skin: White
Build: Athletic
Costume/Equipment: Captain Vance most commonly wears street clothes both in and out of armor, though he still has his dress uniform for special occasions. His ten-foot tall armored exo-chassis is silver and gold, with glowing blue accents. He always carries the R.I.O.T. cannon.
Background: Military
Power Source: Powered Suit
Archetype: Modular: Armored
Personality: Decisive

Biography

Years ago, Tyler Vance was selected to be the pilot of the YS-1300T exosuit as part of the Ironclad Project's efforts to make an armored single-person suit with the firepower of an entire platoon. A decorated combat veteran, Lt. Vance had the right mindset for the complex multitasking required to run the suit. Ordered to support Legacy's Freedom Five initiative, Lt. Vance put the suit's considerable firepower and his own tactical prowess on the line under the codename Bunker. Over the years, he fought in many Freedom Five missions, became friends with his teammates, and learned some dreadful truths about secret programs conducted by the Army on people with powers. After the events of OblivAeon and the death of his friend and the leader of the Ironclad project, General Armstrong, he left the Army to become the full time combat trainer for Freedom Academy, venturing out in the field with the Sentinels of Freedom in a new Bunker suit.

Capabilities and Motivations

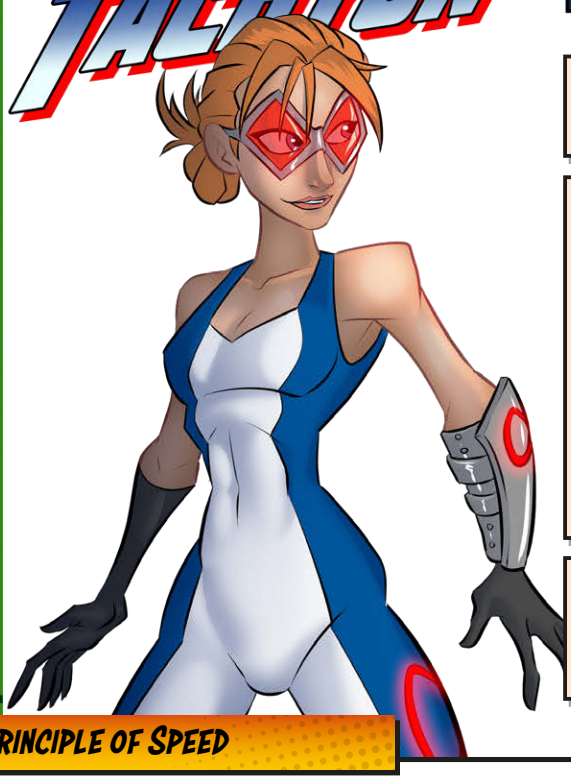
After the Bunker suits were all annihilated when OblivAeon destroyed Freedom Tower, Captain Vance and Dr. Meredith Stinson created a new design for the Bunker armor. Vance can call in modules from a satellite in low earth orbit to adapt to changing combat conditions. The resulting upgrades drop in guided pods that slot into place using Dr. Stinson's mag-rail system. Dr. Stinson also created a new weapon for Bunker: a Regulated Impulse Operations and Tactics Cannon. Or, more simply, the R.I.O.T. Cannon. Using the same mag-rail system, the cannon can be reconfigured in a variety of ways, from firing customized rounds to changing into a deployment launcher for sensor drones. As a result, despite losing access to military-grade ordnance, the new suit is even more capable, but it's still only as good as the pilot. Fortunately, Captain Vance has an excellent mind for tactical analysis and organization, as well as years of combat experience fighting foes both conventional and unconventional, as well as the dedication to see any mission through.

Personal Life

At Freedom Academy, Captain Tyler Vance teaches students combat - how to identify a fight, how to win a fight, and even how to avoid a fight. There are common classes that focus on tactics and physical fitness, but Captain Vance also creates a customized regimen for each student. For some, it focuses on control over their powers to make sure that they don't unleash them accidentally. For others, it emphasizes how to carry on when their powers are stripped from them. When he's not on missions or teaching, he can be found in the engineering bay tinkering with the suit, or out on dates with either Maia Montgomery or Wraith, depending on the type of date.



TACHYON



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Tachyon

ALIAS Dr. Meredith Stinson

PHYSICAL ATTRIBUTES

GENDER Female | AGE Middle-Aged | HEIGHT 6' 0"

EYES Blue | HAIR Strawberry Blonde | SKIN White

BUILD Lithe

COSTUME/EQUIPMENT White form-fitting outfit with blue sides. Red glowing circles on her thighs. Stabilizing device on her left forearm. Proprietary H.U.D. goggles. High-tech running shoes.

CHARACTERISTICS

BACKGROUND Academic | POWER SOURCE Radiation

ARCHETYPE Speedster | PERSONALITY Inquisitive

PRINCIPLE OF SPEED

DURING ROLEPLAYING

You're fast, and you don't like to waste time. You like to be on your way as quickly as possible.

MINOR TWIST

What physical drawbacks do you suffer from going too fast?

MAJOR TWIST

What critical detail did you speed by earlier that is now coming back to haunt you?

PRINCIPLE OF SCIENCE

DURING ROLEPLAYING

You are up to date on and understand most modern scientific theories and research and can quote from them during conversations.

MINOR TWIST

What were the surprising effects of leveraging that scientific principle in this situation?

MAJOR TWIST

Oh heck! What just blew up?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

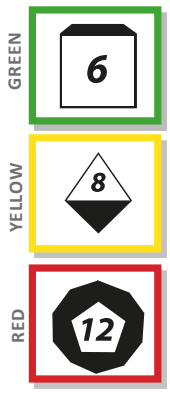
COLLECTIONS

- Sentinels of Freedom, Vol. 1

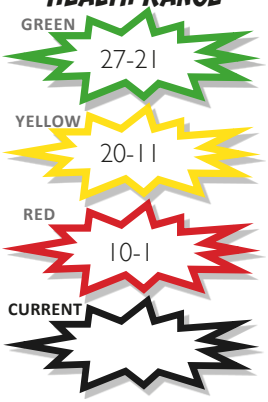
Hero Name	Alias	Player
Tachyon	Dr. Meredith Stinson	

Powers	Die Type	Qualities	Die Type
Inventions	8	Finesse	8
Lightning Calculator	10	Mind Over Matter	8
Speed	10	Science	12
Vitality	6	Self-Discipline	8

Status Dice



Health Range



Abilities

Green Zone

Icon	Name	Type	Game Text
	Hypersonic Assault	A	Attack multiple targets using Finesse. Use your Min die. Hinder each target equal to your Mid die.
	Nimble Strike	R	When a new target enters the scene close to you, you may Attack it by rolling your single Speed die.
	Quick Insight	A	Boost or Hinder using Lightning Calculator. Use your Max die. If you roll doubles, you may also Attack using your Mid die.
	Principle of Speed	I	When you successfully Overcome, you may end up anywhere in the current environment. You and each of your allies gain a hero point.
	Principle of Science	A	Overcome while applying specific scientific principles. Use your Max die. You and each of your allies gain a hero point.

Yellow Zone

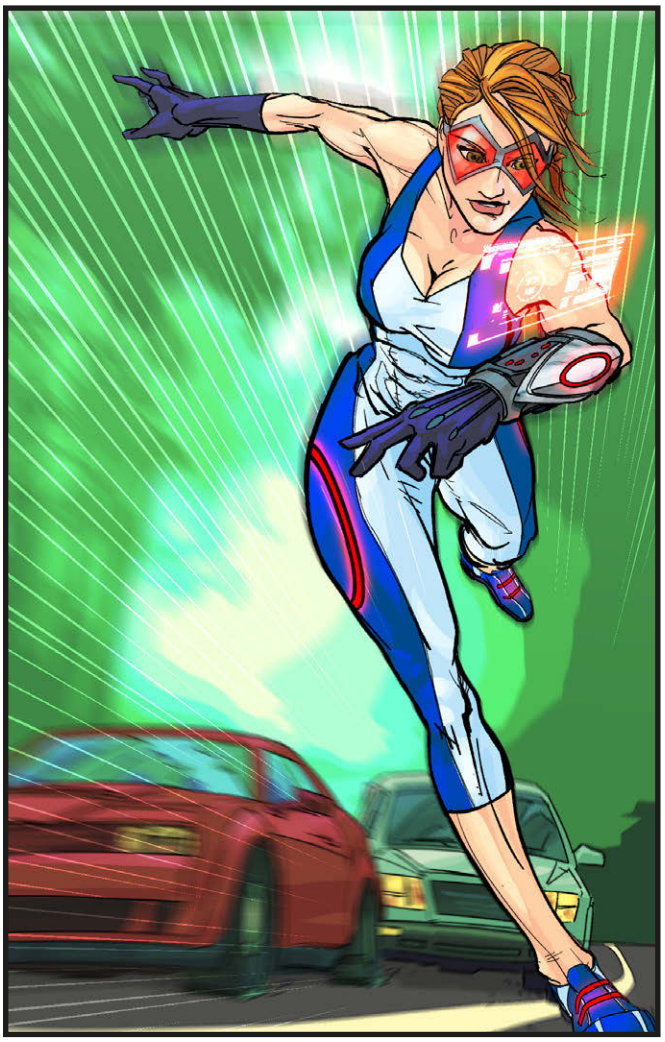
Icon	Name	Type	Game Text
	Margin of Error	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.
	Stabilization Device	A	Boost yourself using Inventions. Then, either remove a penalty on yourself or recover using your Min die.
	Tech on the Fly	A	Boost multiple targets using Inventions. Use your Max die.

Red Zone

Icon	Name	Type	Game Text
	Rapid Response	A	Hinder yourself using Vitality. Use your Min die. Recover health equal to your Max+Mid dice.
	Speed of Thought	A	Overcome using Speed. Use your Max+Min dice.

Out

Choose an ally. Until your next turn, that ally may reroll one of their dice by using a reaction.



Tachyon

Alias: Dr. Meredith Stinson
Gender: Female
Age: Middle-Aged
Height: 6'0"
Eyes: Blue
Hair: Strawberry Blonde
Skin: White
Build: Lithe
Costume/Equipment: White form-fitting outfit with blue sides. Red glowing circles on her thighs. Stabilizing device on her left forearm. Proprietary H.U.D. goggles. High-tech running shoes.
Background: Academic
Power Source: Radiation
Archetype: Speedster
Personality: Inquisitive

Biography

Meredith Stinson was always brilliant. When other kids were playing baseball, she was studying the trajectory of the ball and devising optimal swing speeds, with detailed notes. Her inquisitive nature and meticulous approach served her well in college, and she rapidly began accumulating accolades in the sciences. She patented her first invention in sophomore year: a layered crystal composites and microcircuitry translucent screen that could display images and record data from both sides. This technology would later serve as the basis for her H.U.D. goggles, but more importantly, it started her on the road to scientific legend.

She also met the woman who would go on to become the love of her life. Her college roommate Dana Bertrand was one of the only people she had ever met that she could talk about things other than science and not get bored, though she did end up devising a new formula of eyeliner in the lab when Dana lamented that she was running out of the stuff she liked. Dana, in turn, enjoyed how Meredith could start at one topic and end up somewhere completely different (like, in a lab, nervously asking Dana to try on something she had made for her). After Meredith graduated with three degrees in physics, chemistry, and mathematics, Eaken-Rubendall labs in Megalopolis offered her a full ride to any doctoral program she wanted (and as many of them as she wanted), if she would come and work for them. Dana got a modeling contract in Megalopolis at about the same time, and the two of them decided that they should get a place together, since they already knew that they got along. They started dating two months later, celebrating Meredith completing her doctorate in physics, and married two years later, celebrating Dana becoming the face of Cosmotique's entire line.

During one of her experiments, Dr. Meredith Stinson was bombarded by tachyon particles, a previously theoretical particle that travels faster than light. The tachyons flooded and accelerated her cells, enabling her to move at phenomenal speeds and protect herself from the negative consequences of such extreme velocity. As far as she was concerned, this was fantastic. Not only could she study her own powers, it would allow her to run concurrent experiments! When Legacy asked her to join the Freedom Five, she agreed to do so only so long as she still had time (and some additional funding) for her experiments. In her career as a hero, there was only one time when speed utterly failed her. In fighting the monstrous cosmic construct called

Progeny, she pushed every limit she had, but in the end she was almost killed by it. Healing forced her to slow down, and learning how to pace herself was the key to surviving OblivAeon. The fight was a long and exhausting one, and the hard lessons she had learned about conserving energy and delegating instead of trying to do it all herself were the only things that let her survive.

Capabilities and Motivations

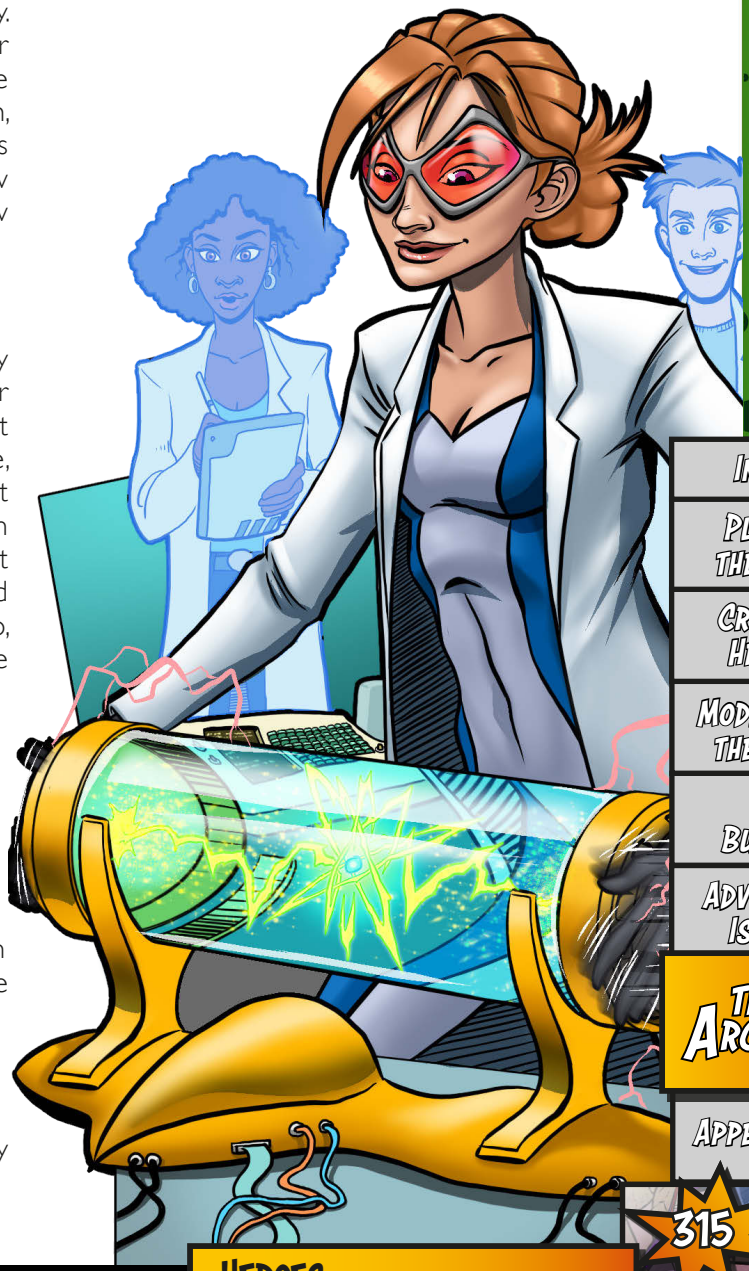
There is no theoretical upper limit on Tachyon's powers, but years of fighting have taken a toll on her ability to sustain high speeds, especially the staggering loss she experienced at the hands of the mindless Scion known as Progeny during the OblivAeon event. She now needs much more focus in order to prevent her powers from tearing her body apart at high speeds. Her stabilization device does grant her some leeway, but pushing the upper limits of her potential velocities would unquestionably result in permanent serious injury. Tachyon's unmatched speed is only one facet of her abilities, however. Perhaps even more impressive is her mental ability to quickly assess a problem, break it down, and devise a solution. Tachyon has had years of experience in figuring out exactly how to use her powers and her scientific know-how together to make the best of both.

Personal Life

Tachyon's life has always been characterized by doing six things at once, but becoming a teacher is making her focus on single tasks more. Or, at least, only a couple at a time. OK, maybe three, sometimes. While she does have a lot of concurrent experiments going on, she has continued to learn how to delegate to lab assistants, so that she isn't constantly zipping between them and can instead focus on doing the things that only she can do, the most crucial part of the experiments, or the making sure that her students don't mix up their chemicals and cause explosions. It's very much a work in progress for her, since her natural impulse is still to do everything at once.

Tachyon's home life is as busy as ever. Neither she nor Dana have ever been the type to sit back and do nothing, but they are taking more time for each other. Tachyon's brush with death against Progeny has made her more appreciative of the people in her life, and so she is actively trying to spend more time with them. Dana still models, but her chief concern is as an activist. Beauty comes in many forms, and Dana wants to ensure that future generations can see the majesty of nature, making her an outspoken advocate of research into climate change. She is also working to improve people's inner beauty by raising awareness of mental illness, sponsoring anumber of mental health programs, and normalizing talking about mental health. Beauty may be skin deep, but it's what is inside a person that makes them radiant!

All in all, Dr. Stinson has her hands full. While she primarily deals with the students who are studying advanced types of science, they still demand a great deal of supervision, especially since they are in a laboratory with some of the most advanced tech on earth. It's not that she doesn't trust their intentions, but an accident with a warp gate or dark matter condenser could still have apocalyptic repercussions! And she's still very much enjoying her continued research. Between delving into Maerynian, Thorathian, Endling, and OblivAeon tech, as well as her own inventions, she is making new discoveries all the time!





SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Absolute Zero

ALIAS Ryan Frost

PHYSICAL ATTRIBUTES

GENDER Male | AGE Middle-Aged | HEIGHT 5'7"

EYES White | HAIR None | SKIN Blueish White

BUILD Slight

COSTUME/EQUIPMENT When not in a cryo chamber, always wearing his white, blue, and carbon-black coolant suit, complete with glowing blue faceplate, palm apertures, chest vents, and a mid-chest triangle.

CHARACTERISTICS

BACKGROUND Tragic | POWER SOURCE Accident

ARCHETYPE Elemental Manipulator | PERSONALITY Sarcastic

PRINCIPLE OF DEPENDENCE

DURING ROLEPLAYING

You are reliant on your coolant suit and cannot normally function without it.

MINOR TWIST

How did part of your coolant suit get damaged or lost?

MAJOR TWIST

How is your dependence on your coolant suit preventing you from functioning as a hero?

PRINCIPLE OF COLD

DURING ROLEPLAYING

You have an affinity to the cold. You can interact with cold temperatures and effects with ease.

MINOR TWIST

What other energy/element is currently causing your powers to go on the fritz?

MAJOR TWIST

What source of energy/element is currently dampening all your powers?

HERO POINTS

THIS ISSUE: ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

- Sentinels of Freedom, Vol. 1

Hero Name	Alias	Player
Absolute Zero	Ryan Frost	

Powers	Die Type	Qualities	Die Type
Absorption	6	Banter	10
Cold	12	Cool Under Pressure	8
Intuition	10	Creativity	8
Vitality	6	Ranged Combat	10

Status Dice

GREEN 8

YELLOW 8

RED 8

Health Range

GREEN 29-23

YELLOW 22-11

RED 10-1

CURRENT

Abilities

GREEN ZONE

Icon	Name	Type	Game Text
	Ice Shield	A	Defend using Cold. Use your Max die. Boost using your Min die.
	Thermodynamics	R	When you change personal zones, you may Boost by rolling your single Cold die.
	Modular Realignment	A	Attack up to two targets using Cold. Also take an amount of damage equal to your Mid die.
	Principle of Dependence	A	Overcome in a situation related to or using your coolant suit. Use your Max die. You and each of your allies gain a hero point.
	Principle of Cold	A	Overcome a challenge involving Cold and use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

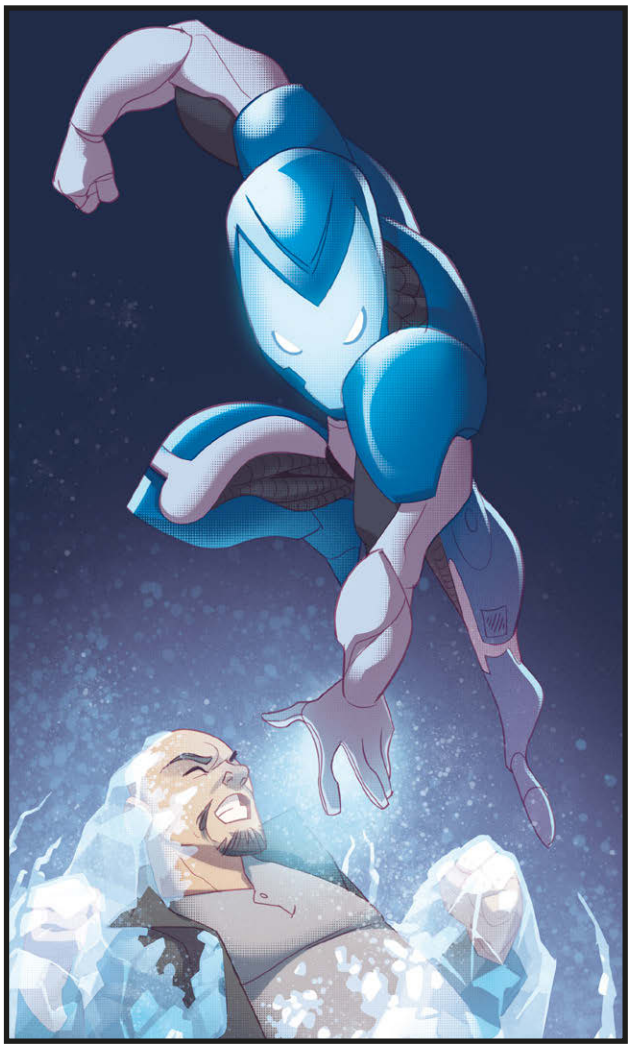
Icon	Name	Type	Game Text
	Coolant Blast	R	When your personal zone changes, Attack all close enemy targets by rolling your single Cold die.
	Heat Sink	A	Hinder any number of nearby targets using Absorption. Use your Max die.
	Null-Point Calibrator	I	If you would take damage from Cold, instead reduce that damage to 0 and Recover that amount of Health instead.

RED ZONE

Icon	Name	Type	Game Text
	Colder Than Ice	R	Whenever you are dealt damage, roll your single Absorption die to Defend against the Attack and Boost yourself.
	Subzero Atmosphere	I	Whenever you Attack a target with an action, you may also Hinder that target with your Min die.
	Thermal Shockwave	A	Attack up to three targets, one of which must be you, using Cold. Assign your Min, Mid, and Max dice as you choose among those targets.

OUT

Hinder an opponent by rolling your Cold die.



Absolute Zero

Alias: Ryan Frost
Gender: Male
Age: Middle-Aged
Height: 5'7"
Eyes: White
Hair: none
Skin: Bluish White
Build: Slight
Costume/Equipment: When not in a cryo chamber, always wearing his white, blue, and carbon-black coolant suit, complete with glowing blue faceplate, palm apertures, chest vents, and a mid-chest triangle.
Background: Tragic
Power Source: Accident
Archetype: Elemental Manipulator
Personality: Sarcastic

Biography

Ryan Frost had it all. Stunning apartment with a view of the Rook City skyline, '67 Jaguar in the parking lot, dream job on the way, and a gorgeous fiancee who always knew how to make him laugh. The night it all fell apart was an ordinary one. They were stressed because of wedding planning, and a stupid argument about groceries had escalated into a yelling match. They'd weathered arguments before, frequently facilitated by Christine going for a drive to cool off. But she never came back from this drive. The police told him that she had died instantly. The other car had been going nearly a hundred miles an hour. Drunk driving, repeat offender… Ryan stopped listening. He stopped doing a lot of things. He never showed up for the interview, didn't pay rent, stopped showering, just moved through a gray and lifeless world like a walking corpse.

When the money ran out, he took the first job he stumbled across, doing janitorial work at Pike Cryogenics. He signed where they told him to sign, mopped up unidentifiable substances, and during the day he slept. He got used to the chill of the vapors rolling off of the liquid helium tanks, the leaks from the vats, and the moisture everywhere. The nights ticked by until the shoddy maintenance practices caught up to the lab. Ryan was waxing the floor when a pressurization value failed, and the resulting explosion doused him in cryogenic compounds. In fractions of a second, his body cooled to subzero temperatures, and then, unbelievably, kept dropping. The alarms brought the response team, but it was too late. Ryan was lying in a gelatinous chemical mixture that was rapidly crystallizing around him. Somehow he was still alive, but his biology had changed drastically. He was put in stasis right away, and eventually orders came from higher up in the corporate hierarchy that they were to put him in cold storage. Pike Industries had military contacts that might want him later.

"Later" ended up being ten years, when the military decided that they would give him to Dr. Stinson to be part of the F5 initiative. Devising a cryogenic surgical ward, she brought him out of the coma. The military gave him a choice: he could stay in the cryo chamber, or he could put on the mobility suit that she had created and be a part of something bigger. The world needed heroes, and his unique biology in combination with Tachyon's technology could give him a measure of freedom as he helped to save the world. Ryan didn't have to think twice about it: he said no. "Better bored in here than dead out there."

However, after two years of boredom, he put on the suit and joined the Freedom Five as a reluctantly cold-wielding combatant. Becoming a hero took a lot longer, but as the years rolled by he grew more accepting of who he had become, and even began to think of the team as his family. When the rest of the team voted to move to teaching, he didn't hesitate to volunteer.

Capabilities and Motivations

Despite initial appearances, Absolute Zero does not actually "make ice." It's actually a complex thermodynamic reaction in which the comparatively warm air is exposed to his seemingly impossibly cold skin, which in turn creates a backblast of super-chilled air into the surrounding environment that, upon contact with normal temperature moisture in the air, flash-freezes into ice that he can shape and channel. In theory, he should be less effective in extremely dry or cold areas, but the suit has a lot of failsafes and redundancies that can compensate to keep him at peak ice-producing proficiency. How he actually functions (which he shouldn't), and why fire "acts weird" around him (which it does) is a subject of endless fascination for Tachyon. Absolute Zero goes along with her tests and experimentations out of friendship, though he doesn't expect to learn much, nor seem to care about the things she does learn about his unique system. This fatalistic attitude tends to make him a bit of a downer, but a solid anchor for the team. No matter what terrible thing happens, Absolute Zero has seen worse and knows they'll get through it.

Personal Life

Absolute Zero teaches ethics and philosophy at the Freedom Academy, with an extremely varied curriculum. The life of a costumed hero can be perilous, and Absolute Zero wants to make sure that the students are prepared for the ethical and moral dilemmas that they inevitably face. Every student who wants more than to just control their powers needs to understand why they want to help the world. They also need to understand the risks, and a substantial part of his curriculum is talking about how to keep going when everything seems lost. He is in a unique position to talk to some of the students who, like Muerto, have been through trauma that cause them to question whether or not they are even people. He also devotes a lot of time in his classes to discussions about what exactly constitutes a person: is it their mind? Their body? Something more ephemeral? Robots, bodiless AI's, ghosts, cyborgs, immortal popsicles in cans… he wants his students to understand that people come in all forms, and that they are no less people because they can't do something or are limited in some way.

When he isn't teaching, he's been making a space for himself in this world. He'll see a show with Tachyon, take students to a basement jazz concert, or even go solo to a poetry slam at the cafe around the corner. The other Sentinels are very supportive of his efforts. He's finally started to think of himself as human again, and Tachyon is ready to help with tech adaptations that can help him feel more at home, like a way to play vinyl records in a subzero environment!





SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Time-Slinger

ALIAS Jim Brooks

PHYSICAL ATTRIBUTES

GENDER Male | AGE Middle-Aged | HEIGHT 5' 11"

EYES Brown | HAIR Brown | SKIN Tan

BUILD Rugged

COSTUME/EQUIPMENT Cowboy hat, worn jeans, brown leather boots. Blue collared shirt emblazoned with golden clock arms. Golden left arm. Golden time-gun. Glowing blue eyepiece over left eye. Has robot horse named Masadah.

CHARACTERISTICS

BACKGROUND Anachronistic

POWER SOURCE Tech Upgrades

ARCHETYPE Reality Shaper

PERSONALITY Lone Wolf

PRINCIPLE OF THE TIME TRAVELER

DURING ROLEPLAYING

You are far from your own time and are often unsure how to act in this time. You have an innate sense for when time is not quite right in the era you're in.

MINOR TWIST

What detail of this era did you not previously know about?

MAJOR TWIST

What effects are happening as you discorporate in time?

PRINCIPLE OF WHISPERS

DURING ROLEPLAYING

You hear a voice in your head that no one else hears. That voice tells you things, which might be true or false, but the voice certainly seems to know a lot.

MINOR TWIST

How did the voice in your head just distract you?

MAJOR TWIST

What is the voice demanding of you now?

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

- Time-Slinger, Vol. 1

HERO NAME	ALIAS	PLAYER
Time-Slinger	Jim Brooks	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Awareness	8	History	10
Postcognition	8	Ranged Combat	8
Power Arm	10	Self-Discipline	10
Robot Horse	6	Time-Lost Sheriff	8
Time Revolver	8		

STATUS DICE

GREEN 8

YELLOW 8

RED 8

HEALTH RANGE

GREEN 30-23

YELLOW 22-12

RED 11-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Altered Scan	R	After a die pool is rolled, adjust one die up or down one value on the die.
	Sit a Spell	A	Attack a target using Power Arm. Hinder that target with your Min die.
	Takin' My Time	A	Boost using Power Arm. Use your Max die. If you roll doubles, you may also Attack using your Mid die.
	Principle of the Time Traveler	A	Overcome a problem using knowledge from your home era and use your Max die. You and each of your allies gain a hero point.
	Principle of Whispers	A	Overcome against a challenge that involves information that you have no real way of knowing and use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Fan the Hammer	A	Attack multiple targets using Time Revolver, using your Min die against each.
	Localized Acceleration	A	Boost yourself using Power Arm. Then, either remove a penalty on yourself or Recover using your Min die.
	Stack the Deck	R	When a nearby enemy would create a bonus or penalty, you may remove it immediately.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Get Out of Dodge	A	Attack using Robot Horse. Use your Max die. Hinder each nearby opponent with your Min die. After using this ability, you and up to 2 allies may end up anywhere in the scene, even outside of the action.
	Showdown	A	Attack using Self-Discipline. Use your Max+Mid+Min dice. Take a major twist.
	Temporal Bootstrap	A	Boost another hero using Postcognition. If that hero has already acted for the turn, use your Max die, and that hero loses Health equal to your Min die. That hero acts next in the action order.

OUT

Boost an ally by rolling your History die.



Time Slinger

Alias: Jim Brooks
Gender: Male
Age: Middle-Aged
Height: 5'11"
Eyes: Brown
Hair: Brown
Skin: Tan
Build: Rugged
Costume/Equipment: Cowboy hat, worn jeans, brown leather boots. Blue collared shirt emblazoned with golden clock arms. Golden left arm. Golden time-gun. Glowing blue eyepiece over his left eye. Has a robot horse named Masadah.
Background: Anachronistic
Power Source: Tech Upgrades
Archetype: Reality Shaper
Personality: Lone Wolf

Biography

Jim Brooks was fed up with the Hayes boys. Their latest transgression — dynamiting his recently painted fences — was just the latest in a long line of indiscretions and indignities visited upon him and the rest of the good people of Silver Gulch. The layabout sheriff wouldn't so much as lift a finger, but Jim was tired of waiting around. He strapped on his trusty six-gun and deputized himself, riding out to chase those Hayes brothers down. Rounding them up got him elected as the new sheriff shortly after that. He brought peace and relative order to the small mining town, until one day while investigating complaints of strange noises, he fell through a hole in time itself. Instantly, he was thrown to a strange place where a massive rat walking on its hind legs knocked off his hat and bit off his arm! Jim drew his pistol and plugged the varmint, and then promptly passed out on top of its corpse. Some time later, he woke again on a metal table, a soothing voice that called itself CON talking to him about how he was in the distant future, in a wasteland populated by monsters. CON gave him a new arm, a shiny badge, and a new name: Chrono-Ranger! He bounced all around time hunting monsters, until one day CON gave him a bounty to murder a masked man in cold blood. He refused, and when the energy keeping him fixed in that time period ran out, he was stuck outside of time, stranded in grey emptiness until he was rescued by a passing sailing vessel.

La Comodora, as the grey haired captain of the ship identified herself, needed him to round up all of the other versions of her that were causing trouble with time and reality. No killing, just putting them in irons and pulling off their power to travel in time so that they would stop poking holes in reality for fun. She upgraded his tech, linking the time-travel capabilities of his badge to the function of her time-traveling pirate ship so that he could pursue his quarry through different times. This seemed as good a job as any, right up until he ended up stranded in Pompeii right before the eruption of the volcano. He was a mite worried as the lava approached, but was once again saved at the last moment, this time by a man right out of Greek mythology, but with golden metal legs. He introduced himself as The Chronoist, and told Jim that the greatest monster of all time was trying to destroy literally everywhere and everywhen, and everyone had to work together to save the multiverse. Jim stepped through the portal into the fight of his life against OblivAeon!

He fought valiantly, taking down minions and

scions, before eventually being brought low in the middle of Rook City by a massive blast of energy from OblivAeon that destroyed the city. Things could have gone for the worse, but help came from an unlikely source. The hero known as Setback saw a blinking light from a button in the carnage that was left of Chrono-Ranger, and decided to press it. In an instant, this stroke of luck paid off as the remnants of the badge tech rebooted and reconnected across spacetime to CON, who downloaded itself into what was left of Chrono-Ranger, rewinding time in a bubble around him to reverse some of the devastation as it restored and rebuilt Jim Brooks. He was back on the job.

Capabilities and Motivations

Jim Brooks, now known as Time-Slinger, can no longer travel through time, but he can alter its flow in areas around himself. Jim's revolver has been rebuilt as a time pistol that he can channel his power through. It fires chronal energy, with each "bullet" able to impart a number of effects on the target, such as slowing down time in a small pocket of space, speeding it up, or even putting his target in stasis. His trusty robot horse, Masadah, provides a speedy way to get into and out of trouble. The advanced intelligence known as CON is now a part of him, aiding him in finding the best applications for his power, pointing out weaknesses and places where a well placed shot from his time pistol could do the same work as a massive expenditure of chronal energy. He's still a lawman at heart, so as much as he loves teaching, he's glad for the occasional mission to help him stay sharp.

Personal Life

Jim Brooks lives at Freedom Plaza as one of the teachers at the academy, occasionally going out on missions by himself or alongside the Sentinels of Freedom. While not formally trained as a teacher, he's patient and a good storyteller. As a result of his life experience and CON's encyclopedic knowledge of every subject, he's become quite the effective teacher. He's also got a genuine passion for teaching and is really happy with his new job. He's been in some bad places and almost seen the world end at least a few times. Now, being in a place where he can directly help the next generation is putting him in a good place mentally. The students, in turn, find him fascinating — he's one of the few teachers that can tell them stories that they have never heard before, and has first-hand knowledge of a variety of times and places that allow him to make every lesson more personal.

There is one troubling thing on the horizon, because CON knows something that it hasn't told Jim. Time-Slinger doesn't know it, but with access to the time-stream cut off by OblivAeon's end, there is no way for Time-Slinger to recharge his store of chronal energy. All of the tech in Jim's body that keeps him (and CON) alive run on the stuff, so this is a major problem. The OblivAeon fight left Time-Slinger with a large pool of chronal energy available… but every use of his powers expends a little more, and the more powerful the effect, the greater the drain. CON knows that when that pool runs out, all of the time-powered tech in Jim's body and brain stops working, so whenever Time-Slinger is in a fight, CON is constantly advising Time-Slinger on ways to conserve what is left. Until CON can figure out an alternate source, Jim Brooks is living on borrowed time.



DAYBREAK



Breaking New Ground

After acquiring powers while attempting to deliver a package, Brandon Bradley decided to put his talents making things frictionless to use, starting a courier service in Megalopolis. With the business off the ground, he donned the costume he'd made and headed to Freedom Plaza, intending to sign up as "Headlong" and learn how to control his powers.

He'd barely left his apartment when a swarm of bugs descended from the sky and coalesced into a demonic being that declared its name was Myriad, and it was his enemy! Apparently, the broken parcel that had given him powers was some sort of demon prison or something? Brandon didn't really get all of it; he was more concerned with the swarm trying to kill him! Brandon was in trouble. He could stay evasive, but couldn't fight the swarm effectively. Sooner or later, he'd slip up. Things were looking pretty dire when the tide of battle turned as, one by one, other teenagers with powers started to join the fray.

First, there was the rock-and-roll girl with rocks for fists who seemed thrilled to throw herself into the swarm, swinging with reckless abandon. Then, when he felt overwhelmed by the swarms of demon insects and everything seemed hopeless, a voice in his head filled him with confidence and strength, and he saw a young but serious girl in purple nod to him. As the bugs circled, a shabby looking robot glowing with swirls of color in beautiful designs and patterns appeared, and then fell in pieces as whatever was animating it entered a nearby cement mixer. The mixer took on the patterns of color and started throwing globs of liquid cement at the swarm!

Finally, a silver-skinned girl in an orange outfit flew in and started firing massive blasts of blue energy at Myriad! Unfortunately, even together, the kids proved to be unable to best the bug-based demon, and were eventually pushed together in a last stand. Everything seemed lost when blue lasers cut through the bugs from above, scattering them as Legacy dropped in from on high. Praising them for doing well, she told them that she expected them all in class on Monday.

Day in the Life

Daybreak still has a long way to go as a team, though the individual members have become friends. None of them have total control over their powers, so they are learning how to fight together at the same time they are still learning what they are capable of. They are all also volatile personalities, so it's not uncommon for interactions between them to devolve into shouting matches, even during combat. They also have a lot of secrets that they keep from the others and personality quirks that cause friction.

Headlong tends to make decisions quickly, jumping into things before anyone can get a word in edgewise. This decisiveness has been literally lifesaving, but as a member of a team, it's a problem when he makes a plan and sets it into motion and just expects everyone to keep up.

Rockstar is convinced that she is destined for greatness both on stage and as a hero, so she is always looking for opportunities to shine. Occasionally, this means that she takes stupid risks that get her in way over her head, or it means that she upstages teammates to do something that she feels is more worthy of her talents.

Muse has a lot going on inside that she doesn't want to talk about, and worries that she'll never be free of the stigma of once being a villainous threat. While she can be the backbone of the team, when she gets overwhelmed, her inner demons can be a real problem for everyone.

Aeon Girl, as a being born of OblivAeon energy and dark magic, has far too much power for someone only a few months old. Despite being fully sentient and fully grown physically and mentally, she is emotionally and experientially immature. She's learning new things all the time, but her naivety is the source of many issues. She both makes up for it and compounds the trouble with her seemingly boundless enthusiasm.

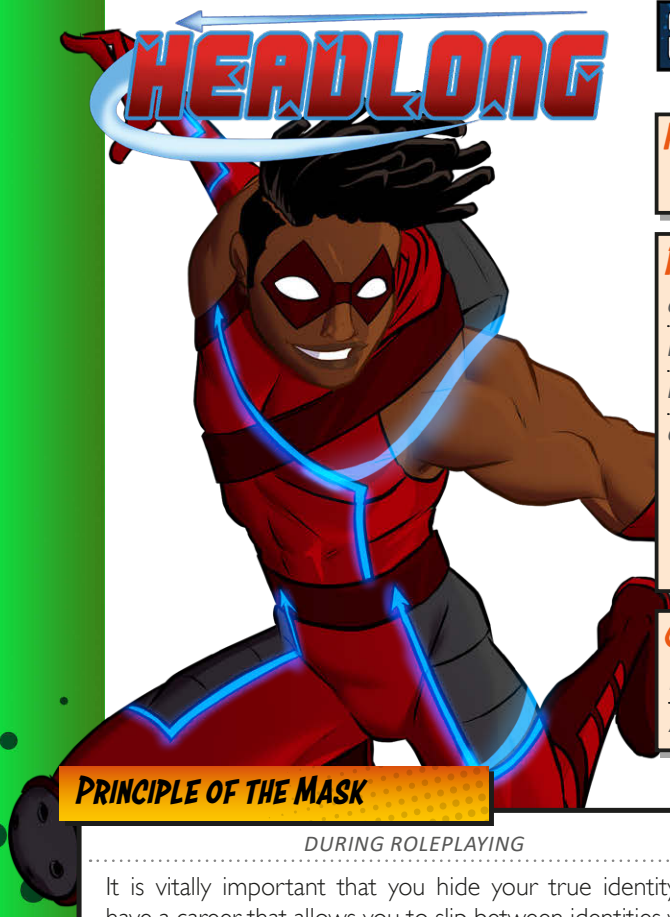
As for Muerto, it's really challenging to get through to someone who thinks of himself as nothing more than a remnant — a ghost haunting a pile of broken electronics. He tends to get depressed at the drop of a hat, but it's clear from his continued participation as a team member and friend that there is some part of him that still wants to be a person. He just has to learn what sort of person he is now, which is easier said than done.

Looking to a New Day

These young members of Daybreak still have a lot to learn. With threats cropping up every day, it's a good thing they are all in a place where they will get the teaching and training they need… assuming that they don't keep sneaking out of class!



HEADLONG



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Headlong

ALIAS Brandon Bradley

PHYSICAL ATTRIBUTES

GENDER Male | *AGE* Late-Teens | *HEIGHT* 5'10"

EYES Brown | *HAIR* Dark Brown | *SKIN* Dark

BUILD Athletic

COSTUME/EQUIPMENT Headlong's sleeveless red bodysuit with blue energy arrows is made to fit under his work clothes. He always keeps his red gloves, dark red domino mask, and grey kneepads in his grey messenger bag, ready to change into costume at any time.

CHARACTERISTICS

BACKGROUND Struggling

POWER SOURCE Relic

ARCHETYPE Transporter

PERSONALITY Fast Talking

PRINCIPLE OF THE MASK

DURING ROLEPLAYING

It is vitally important that you hide your true identity. You have a career that allows you to slip between identities when necessary.

MINOR TWIST

What clue did you leave behind towards your real identity?

MAJOR TWIST

Who from your civilian life is now in imminent danger?

PRINCIPLE OF SPEED

DURING ROLEPLAYING

You're fast, but you don't like to waste time. You like to be on your way to your destinations as quickly as possible.

MINOR TWIST

What physical drawbacks do you suffer from going too fast?

MAJOR TWIST

What critical detail did you speed by earlier that is now coming back to haunt you?

HERO POINTS

THIS ISSUE: ○ ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

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HERO NAME	ALIAS	PLAYER
Headlong	Brandon Bradley	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Agility	8	Acrobatics	8
Awareness	6	Banter	6
Intuition	8	Criminal Underworld Info	6
Momentum	10	Hustlin'	8
Speed	6	Persuasion	10

STATUS DICE

GREEN 6

YELLOW 8

RED 10

HEALTH RANGE

GREEN 28-22

YELLOW 21-11

RED 10-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Frictionless Shove	A	Attack using Momentum. Either Hinder your target with your Min die or move them somewhere else in the scene.
	Get Moving	A	Boost yourself using Momentum. That bonus is persistent and exclusive.
	Slip & Slide	A	Attack using Agility. Defend against all attacks against you until your next turn with your Min die.
	Principle of the Mask	A	Overcome using knowledge from your civilian life and use your Max die. You and each of your allies gain a hero point.
	Principle of Speed	I	Whenever you successfully Overcome, you may end up anywhere in the current environment. Then, you and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Bowl Over	A	Attack multiple targets using Momentum. Use your Min die against each.
	Friction Transfer	A	Boost yourself using Momentum. Use your Max die. Hinder a nearby opponent with your Min die.
	Smooth Move	R	When another hero in the Yellow or Red zone would take damage, you may Defend them by rolling your single Intuition die.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Slippery Surface	A	Hinder multiple nearby targets using Acrobatics. Use your Max die. End your turn elsewhere in the scene.
	Spin Out	A	Attack using Momentum. Use your Max die. Hinder that target with your Mid+Min dice.
	Wheelin' & Dealin'	R	When an enemy Attacks an ally you can see, you may become the target of that Attack and Defend against that Attack by rolling your single Red status die.

OUT

Hinder a minion or lieutenant using Persuasion. Increase that penalty by 1.



Headlong

Alias: Brandon Bradley
Gender: Male
Age: Late-Teens
Height: 5'10"
Eyes: Brown
Hair: Dark Brown
Skin: Brown
Build: Athletic
Costume/Equipment: Headlong's sleeveless red bodysuit with blue energy arrows is made to fit under his work clothes. He always keeps his red gloves, dark red domino mask, and grey knee pads in his grey messenger bag, ready to change into costume at any time.
Background: Struggling
Power Source: Relic
Archetype: Transporter
Personality: Fast Talking

Biography

Brandon's family hit hard times after the death of his mom, who died giving birth to his sister Delilah. Between the medical bills and their lack of insurance, the family was in dire straits, and Brandon's father found that he couldn't pay the debt collectors and his union dues. He chose the lesser evil, and found himself looking for work as a non-union electrician. This did not help the money situation, so Brandon's older brother Max decided to chip in. After all, dealers were always looking for runners. It was good money, and it let the family stay afloat while Brandon took care of Delilah. Then, Max got caught with a paper bag full of pills. The officer was one of the few clean cops in Rook City — he let Max off with a warning, but told him that he'd be checking up on him to make sure he didn't get involved with the criminal life again. He even followed through, which was more of a rarity.

Unsurprisingly, the debt collectors started calling again. With Max no longer bringing in money, Brandon stepped up. He got a job as a courier. It was the same basic principle as what his brother had done, but for far less money. It helped, but only barely. Brandon started taking on more and more jobs, running himself ragged transporting packages around the city. One evening, after a particularly grueling day moving boxes of documents between law offices, he got a job transporting a parcel wrapped in brown paper tied with a red cord. It was a bit weird, but it was going to an antique shop so it made sense that it looked strange. He set out quickly, but as tired as he was, he didn't hear the exterminator's van until it barrelled around the corner right in front of him. He was sent flying one way, the package another, and the last thing he remembered before he passed out in a pile of trash was the sound of swarming bugs.

When Brandon opened his eyes, he saw the package burst open on the street. Shards of glass were everywhere, but a strange resin seal tied to the end of the red cord caught his eye. He picked up the seal, thinking that he might still be able to deliver it… and fell over. Then again. Over and over, each time he tried to stand, it was like the world was made of ice. When he dropped the seal, the concrete under his feet returned to its normally non-slippery surface. The seal imparted some sort of frictionless transference, and with that realization came a measure of control, and thus balance. He tried to deliver the remnants of the broken package, but he could never find the shop. For some reason,

he couldn't remember what the address label had said, even though he knew where he was supposed to go. His employer was not impressed by this explanation, and he was fired for non-delivery. With an unexpected day off and a reluctance to head home and confess his failure, he spent the afternoon in an abandoned cement factory, testing the bounds of the powers imparted by the seal.

He set out the next week with a dozen handmade business cards for "Momentum Private Courier," the address of a family friend who was willing to be his first client, and a pamphlet on Freedom Plaza.

Capabilities and Motivations

Thanks to the fragment of the relic that he carries with him at all times, Headlong can make parts of his body or surfaces he touches completely frictionless, allowing him to build up incredible levels of speed, and even allowing him to temporarily "skate" on walls and ceilings. Coupled with his athleticism and acrobatic skill, he can rapidly accelerate towards foes from any angle, bouncing between surfaces and channeling the resulting momentum into devastating attacks. He likes to keep moving in a fight at all times, and he's very good at making snap decisions and acting on them. For good or for ill, this tends to apply to his life as well. He wants to help his family pay off their debts, so he's always looking for opportunities to build his brand.

Personal Life

Headlong's need to keep his identity secret meant he initially kept the team at arm's length when not in the field or class, where he was always in costume. However, time and trust softened his attitude, and he eventually told them his real name. With that reveal, he started socializing more and soon counted them as his best friends. Given that the rest of the team tend to stand out, he's been urging them to differentiate their personal and public personas a bit more — having Muerto haunt their cell phones during social stuff, helping Aeon Girl present as a bit less alien, treating Muse less like a kid, and asking Rockstar if she'd take the star off once in a while. It's an ongoing process.

Brandon is always looking for opportunities to grow his business. He always keeps a supply of business cards with him. It's not uncommon for him to break away from the others to talk up the benefits of hiring a courier when he spots an opportunity. It doesn't always work, but it would never work if he didn't try. He can take a hundred rejections if it means that he gets one paying client. The way he sees it, everyone has something that they want delivered. His fast talking occasionally comes in handy for the group — it's useful to have someone who can talk their way around a bouncer when they have Vanessa with them, or to soothe tempers after Megan annoys someone.

Daybreak doesn't have an official leader, but they all listen to Headlong in a crisis. He's certainly the most decisive, with the ability to quickly assess the situation, put together a plan, and get everyone moving. This backfires sometimes — he doesn't look closely enough and misses a detail, or he overrides a teammate's concerns when moving quickly. The rest of the team admires Headlong's dedication, passion, and strength of will, but they don't see that under the surface, his drive to work harder than anyone else stems from deep uncertainties about his place on the team. Where all of his teammates have innate powers, Headlong knows that without the broken seal that gives him his powers, he's just another kid. He knows that sooner or later, the rest of Daybreak is going to find out about the relic and then… they'll see that he doesn't belong with them. He doesn't know what will happen when that moment comes, so he just keeps moving.





SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Rockstar

ALIAS Megan "The Hammer" Lee

PHYSICAL ATTRIBUTES

GENDER Female | AGE Late-Teens | HEIGHT 5'7"

EYES Blue | HAIR Blonde | SKIN Fair

BUILD Athletic

COSTUME/EQUIPMENT Rockstar changes her outfit with some regularity, always looking for more hip and/or audacious stage clothes. She also changes the color of the ends of her hair, but always paints the star over her right eye to match.

CHARACTERISTICS

BACKGROUND Unremarkable | POWER SOURCE Accident

ARCHETYPE Physical Powerhouse | PERSONALITY Arrogant

PRINCIPLE OF AMBITION

DURING ROLEPLAYING

There is something you want, and you will strive towards achieving your goals, no matter the cost. You see paths to victory that no one else will.

MINOR TWIST

How are the pursuit of your goals getting in the way of being a hero in this situation?

MAJOR TWIST

What did you just pass up or miss that could have helped you achieve your biggest goal at last?

PRINCIPLE OF STRENGTH

DURING ROLEPLAYING

You are very strong, so you must be careful to not crush delicate things. You do not need to roll to perform mundane acts of great strength.

MINOR TWIST

What just broke?

MAJOR TWIST

Who just broke?

HERO POINTS

THIS ISSUE: ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

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Hero Name	Alias	Player
Rockstar	Megan "The Hammer" Lee	

Powers	Die Type	Qualities	Die Type
Stone	12	Close Combat	8
Strength	8	Creativity	10
Transmutation	6	Hard Rock Lifestyle	8
Vitality	8	Leadership	6

Status Dice

GREEN 10

YELLOW 8

RED 6

Health Range

GREEN 30-23

YELLOW 22-12

RED 11-1

CURRENT

Abilities

GREEN ZONE

Icon	Name	Type	Game Text
	Rock Out	R	When you change personal zones, you may Boost by rolling your single Transmutation die.
	Shake It Off	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Wicked Solo	A	Attack using Strength. The target of that Attack must take the Attack action against you on its next turn, if possible.
	Principle of Ambition	A	Overcome a situation where someone else has given you a bonus from a Boost. Use your Max die. You and each of your allies gain a hero point.
	Principle of Strength	A	Overcome using brute force. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

Icon	Name	Type	Game Text
	Drop the Hammer	A	Attack using Strength. Hinder that same target using your Min die.
	Shard Shatter	R	When your personal zone changes, Attack all close enemy targets by rolling your single Stone die.
	Standing Ovation	R	When you eliminate a minion with an Attack using Close Combat, Recover health equal to your min die.

RED ZONE

Icon	Name	Type	Game Text
	Encore!	A	Hinder yourself using Vitality. Use your Min die. Recover health equal to your Max+Mid dice.
	Power Chord	A	Attack using Stone. Use your Max+Mid dice.

OUT

Hinder an opponent using Stone.



Rockstar

Alias: Megan "The Hammer" Lee
Gender: Female
Age: Late-Teens
Height: 5'7"
Eyes: Blue
Hair: Blonde
Skin: Fair
Build: Athletic
Costume/Equipment: Rockstar changes her outfit with some regularity, always looking for more hip and/or audacious stage clothes. She also changes the color of the ends of her hair, but always paints the star over her right eye to match.
Background: Unremarkable
Power Source: Accident
Archetype: Physical Powerhouse
Personality: Arrogant

Biography

Megan Lee spent a lot of time daydreaming. When her dad Rick had talked about spending the summer together, she had thought it would be more exciting than poking rocks, but "father-daughter bonding time" turned out to be a series of dig sites as her geologist father measured rocks. She was hoping for explosives, but it turned out most geology was just hitting rocks with tiny hammers and then scribbling in tiny notebooks. There was only so much waiting around she could stand, and hitting rocks was only fun when she could hit them hard and make them break into a million pieces. Eventually, in every dig site, Megan gave up and found a spot to listen to music while her dad worked. It was still nice that she got to spend time with him — no mom, no sister, no chores — just going places with her dad. Even if each new one turned out to be boring.

Dig Site 17 was much like any other. A dirty cave in some state park or another in Arizona. Megan got bored pretty quick and went for a walk. Majestic vistas were nice and all, but it wasn't long before she stopped looking where she was going. It was more interesting to see if she could throw her rock hammer in time to the music and still catch it. If she'd been paying attention, she might have noticed the quarry, but suddenly her left foot came down on nothing and she fell. She tumbled down dozens of feet through the air, too shocked to scream, and landed hard in a shallow puddle at the bottom. Somehow, she had survived, but had the wind thoroughly knocked out of her. As she climbed the stairs out of the quarry, she was amazed. The fall was more than a hundred feet! If it hadn't been for that shallow puddle, she would have died! It didn't make sense to her that the puddle had saved her life, but it must have, right?

As she shakily walked back to where her dad was working, she realized that the fall had bent the metal handle of her rock hammer. She grabbed at it… in a flash her hands were covered in rock as she pulled it straight as if it were a paperclip. She stared in amazement as the rocks flaked off. She had powers?! Megan spent her junior year learning about her powers — not by practicing with them, that's way too boring— but as things happened to her. Like when she got hit in the head with a baseball and realized that the rocks would protect her even against things she didn't notice, or when her favorite eyeliner rolled under the dresser and she lifted the heavy piece of furniture with one rocky hand. All in all, it was pretty sweet. Not, like, record deal sweet, but still pretty good.

When Megan heard about the Sentinels of Freedom teaching students, she realized that being a hero AND a rock star was her destiny. Also, "Rockstar" was a good name. It was time to come clean to her parents. They deserved to know that their daughter was destined to rise to the heights of greatness. She spent the afternoon talking to herself in her mirror, practicing exactly how she was going to tell them. She went downstairs, looking forward to seeing their shocked faces. Bracing herself for their reactions, she rapidly explained that she had powers and wanted to go to the newly established academy. They just nodded and started talking about tuition… turns out, her little sister had spied on her and snitched.

Capabilities and Motivations

Rockstar's body is incredibly strong and durable, thanks to the rocky covering that she generates when subjected to physical stresses. When she is about to be struck, or when she picks up something heavy, rocks materialize to shield and reinforce vital weak points and joints in a flexible crystalline coating that both protects her and enhances her strength. She has some control over this, allowing her to shape and form the stone to a degree… but she tends to just cover her fists with pointy bits and hit things. For Rockstar, the simplest solution tends to be the one that she goes with, especially if it puts her front and center where she belongs. After all, what is the point of being a hero if no one sees you looking cool?

Personal Life

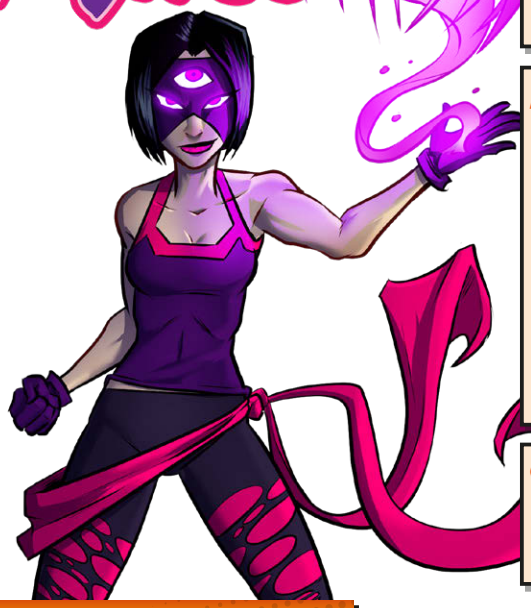
Rockstar's philosophy for fighting and for music is that her natural talent is enough. Practicing is boring. She doesn't need to learn more about her powers — punching things really hard in their faces works just fine! Oddly, despite a disdain for practicing her powers or music, she devotes hours to presentation. When her big break inevitably comes, she will have her look, sound, and act down. Finding the perfect clothing and glitter makeup for the stage and practicing her victory poses in the mirror is the difference between a flash in the pan and the world's next big thing. She'll work for hours on something to get it just right… then deny that she ever needs to work at anything!

This attitude makes her one of the most contentious members of Daybreak. Her constant need for the limelight makes her likely to put everyone at risk by rushing in to get the glory of knocking the villain out, even if it leaves her teammates in danger. Her impatience is also a detriment in longer fights, since she looks for risky shortcuts to victory. When cameras get involved, or the news choppers show up, she'll try to pose for the perfect news clip or even give an interview in the middle of the fight! The members of Daybreak like her a lot — she genuinely is a lot of fun to be around — but her drive to be in the spotlight can really be a problem.

The flip side of the coin, and the reason why she is a good friend and teammate, is that she is fiercely loyal. She knows she can't be the best if the people around her aren't also working at their peak. For someone who doesn't like to practice all that much, she's a startlingly good motivator, and has good awareness of problem areas in other people. However, she needs to work on her ability to point out those flaws in the right way and the right time and place. She also likes having friends around, so she is the one who suggests social activities for the team, pokes the more reluctant members into coming along, and works hard to make sure that everyone else is having a good time. Only time will tell if anyone, including herself, can live up to her high expectations.



Muse



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Muse

ALIAS Vanessa Long

PHYSICAL ATTRIBUTES

GENDER Female | AGE Early-Teens | HEIGHT 4'10"

EYES Violet | HAIR Black | SKIN Pale

BUILD Slight

COSTUME/EQUIPMENT Muse wears a simple purple tank top with pink accents, purple torn leggings over pink tights, and purple boots. She also wears a pink hip sash, and a purple face mask, emblazoned with a third eye in the middle of her forehead.

CHARACTERISTICS

BACKGROUND Former Villain | POWER SOURCE The Multiverse

ARCHETYPE Psychic | PERSONALITY Nurturing

PRINCIPLE OF MASTERY

DURING ROLEPLAYING

You have thoroughly studied your own powers and are proud of your mastery of them.

MINOR TWIST

How did your powers fail you in the moment?

MAJOR TWIST

What side effects are you suffering from your powers?

PRINCIPLE OF THE INNER DEMON

DURING ROLEPLAYING

You have a darkness in you that you strive to keep suppressed. You can connect with your dark side for connection with similar forces.

MINOR TWIST

What sinister act comes from tapping into your dark side?

MAJOR TWIST

What havoc does your dark side inflict as you allow it to take control?

HERO POINTS

THIS ISSUE: ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

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COLLECTIONS

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HERO NAME	ALIAS	PLAYER
Muse	Vanessa Long	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Illusions	8	Awakened Mind	8
Intuition	8	Conviction	8
Invisibility	6	Creativity	8
Suggestion	10	Insight	10
Telekinesis	8		
Telepathy	10		

STATUS DICE

GREEN 6

YELLOW 6

RED 12

HEALTH RANGE

GREEN 29-23

YELLOW 22-11

RED 10-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Mental Block	A	Attack using Suggestion. Hinder the target using your Min die.
	Your Best Selves	A	Boost using Telepathy. Apply that bonus to all hero Attack and Overcome actions until your next turn.
	Principle of Mastery	A	Overcome in a situation that uses your powers in a new way. Use your Max die. You and each of your allies gain a hero point.
	Principle of the Inner Demon	A	Overcome a challenge by tapping into your dark psyche. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

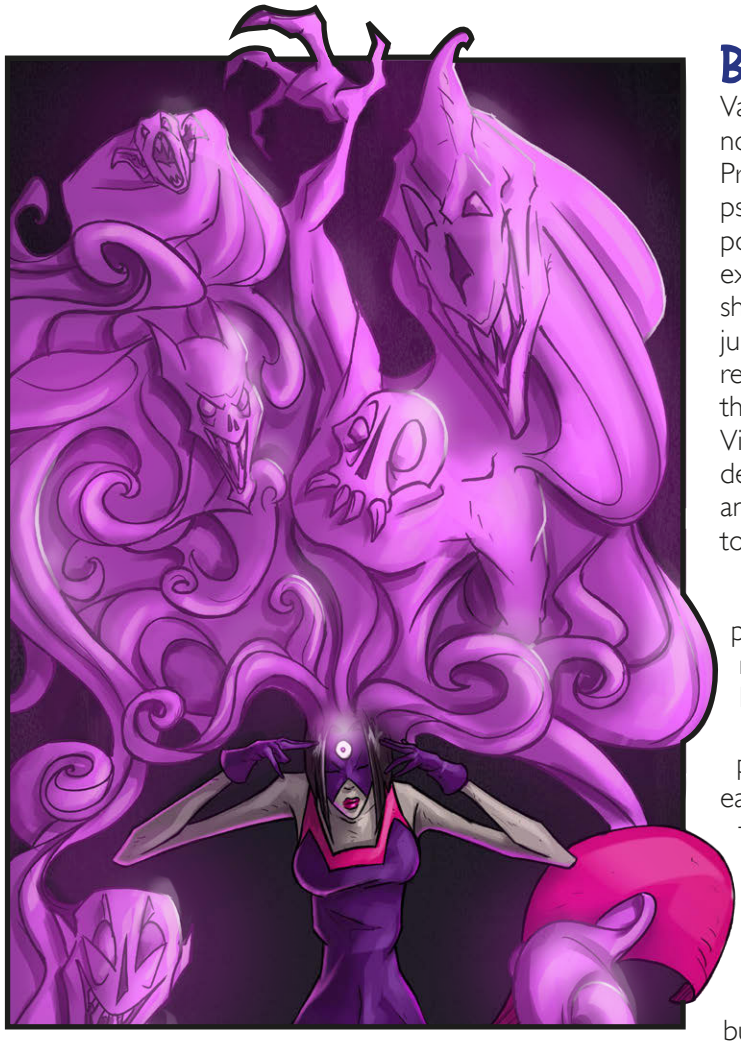
ICON	NAME	TYPE	GAME TEXT
	Conjured Nightmare	A	Hinder multiple targets using Illusions. Use your Mid die for one and your Min die for the rest.
	Open Your Inner Eye	A	Boost yourself using Intuition. Use your Max die. That Bonus is persistent and exclusive. Attack using your Min die.
	Overwhelmed Mind	A	Attack a minion using Suggestion. If that minion would be removed, instead, you control its next action and then remove it. Otherwise, Hinder it with your Min die.
	Twist Your Mind	A	Attack using Telepathy. Use your Max die. Hinder the target with your Min die. That penalty is persistent.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Debilitate	A	Hinder using Suggestion. Use your Max+Mid dice. Damage yourself equal to your Min die. Then if you rolled doubles, Attack the target with your Mid+Min dice.
	Perfect Intuition	I	As long as you have at least one bonus created from Insight, treat Suggestion as one size higher (12).
	Shared Terror	A	Attack using Conviction. Use your Max+Mid+Min dice. Take a major twist.

OUT

Boost an ally using Insight.



Muse

Alias: Vanessa Long
Gender: Female
Age: Early-Teens
Height: 4'10"
Eyes: Violet
Hair: Black
Skin: Pale
Build: Slight
Costume/Equipment: Muse wears a simple purple tank top with pink accents, purple torn leggings over pink tights, and purple boots. She also wears a pink hip sash, and a purple face mask, emblazoned with a third eye in the middle of her forehead.
Background: Former Villain
Power Source: The Multiverse
Archetype: Psychic
Personality: Nurturing

Biography

Vanessa Long's parents were informed that she had not survived birth. In truth she had, but was taken by Project Cocoon, a secret program looking to create psychic soldiers that had identified her psionic potential. There, she was to be experimented on to expand her powers and training to focus them until she was the perfect weapon. However, the reality-jumping intervention of Visionary, an alternate reality's version of Vanessa Long who had gone through such training, saved her from such a fate. Visionary rescued her and Project Cocoon was demolished. The infant was returned to her parents, and she was given a normal childhood in the small town of Ravenwood, just outside Rook City.

When Vanessa was 6 years old, her psychic powers manifested. She fell into a coma and her mind unleashed creatures born of her nightmares. Many heroes had to work together to defeat the nightmarish projections of The Dreamer. After pinpointing her as the source, Visionary psionically eased the young girl out of her coma, stopping the manifestations, but leaving everyone shaken. Visionary had hoped that by saving the child from Cocoon, she had prevented her from developing such powers, but it was all too apparent that young Vanessa had the makings of a powerful psychic. Vanessa tried to resume her home life, but her parents were terrified by the thing they no longer considered their daughter. Sensing the girl's distress, Dark Visionary (now an evil version of herself that had previously been imprisoned), removed the memories of The Dreamer from her parents and everyone around. Young Vanessa Long could finally live in peace — albeit a peace secured by invasive psychic surgery.

Vanessa had no way of knowing that her parents' memories had been altered, but she remembered how uneasy everyone had been about her powers. She refused to use them for years, until later in middle school when she started to practice in secret. This revealed truths that she wasn't ready for: hidden lies that everyone told themselves to hide their own darker impulses, or even to prevent themselves from being incredible. Things like "No one will know," or "I'm too dumb to try that." This led to her experimenting with her powers to influence those inner feelings, bolstering confidence and removing doubt to bring the best out in people, or removing thoughts urging people to their worst selves. This experimentation also led to her discovery, around the time of OblivAeon, of the mental blocks on her parents, which she decided to

break to let them be themselves again. When she successfully broke through, the fact that their minds had been tampered with made them all the more afraid of her. They wanted her gone, so she was sent to Freedom Academy. As she boarded the bus, Vanessa hoped that she would finally find people who would accept her.

Capabilities and Motivations

As a telepath and telekinetic, Muse's powers have a wide range of applications, limited mostly by her own inhibitions and sense of morality. While she often uses her powers to enhance her teammates by boosting their morale and making them their best version of themselves, she can also use them to directly influence the mind. She can read thoughts, alter the senses of others to become imperceptible or create illusions. If she is willing to let her darker nature out, she can implant suggestions, make their worst fears come to life, directly control the will of other beings, or even warp reality. After all, wouldn't it be simpler to just change their minds? This struggle is the center of Muse's existence as a hero. She fears that she might never be free of what she did as The Dreamer, but at the same time, there is a freedom in letting her powers out to command and prey on the fears of others that can be difficult to resist.

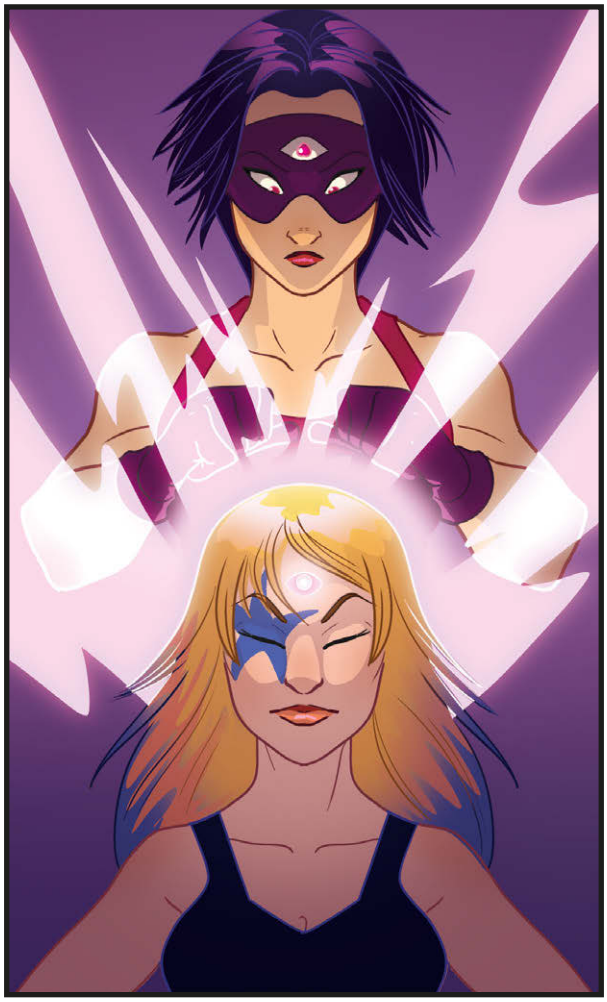
Personal Life

Muse is in the right place to learn to use and control her powers, but finding acceptance is proving to be more complicated than she'd hoped. Part of this is due to the nature of her powers. Even when she isn't trying to be invasive, she picks up on the thoughts and emotions of those around her. When someone gets freaked out by something she does, she immediately senses it. Without realizing what's happening, this upsets her, which influences how she uses her powers, leading to a self-perpetuating cycle of fear. Learning how to accept herself and her past is part of her training, but there is a world of difference between talking with Heritage about communication and putting it into practice.

Muse likes the other members of Daybreak, but is especially close with Aeon Girl. Rockstar and Headlong are fun to be around, but they tend to be a bit self involved, and sometimes can treat her like the kid sister of the team. Fortunately, Aeon Girl helps, as she's the least likely to be afraid of Muse, has a similar level of maturity, and is more than happy to hang out at every available opportunity. Muerto is on the other end of the spectrum. The tragedy he has seen and the way it has marked his psyche makes Muse find him difficult to be around, but also the one that she wants to help the most. Still, just having a group of people that actively want her around is a novel feeling, and when things are going well, it makes her happy.

Being a part of Daybreak has its ups and downs for Muse. The battles test her abilities to their limits, helping her grow and develop her powers. However her moral and ethical limits are also tested as to how far she is willing to go to use them. Afraid of being thought of as a monster again, she focuses on helping her teammates instead of taking a more active role in the fight. She's secretly terrified that one day she'll go too far and ruin the few friendships she's made. Even though she can tell that the teachers at the academy are genuinely concerned, she keeps her fears to herself. The person that she most wishes she could talk to is Visionary, but even that is complex — she knows that Visionary is in a unique position to understand her, but she is also the person (albeit an evil version) who misused their powers in exactly the way that she fears.

For Vanessa Long, there are no easy answers.



AEON GIRL



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Aeon Girl

ALIAS Windy Farrum

PHYSICAL ATTRIBUTES

GENDER Female | AGE A Few Months | HEIGHT 5'5" (usually)

EYES White | HAIR Silver | SKIN Metallic

BUILD Impressionable

COSTUME/EQUIPMENT Aeon Girl's dark metallic skin and silvery hair speak to her cosmic origins, though her innate orange and yellow outfit and signature blue energy make her look eerily similar to a minion of OblivAeon, as opposed to her own person.

CHARACTERISTICS

BACKGROUND Blank Slate | POWER SOURCE Higher Power

ARCHETYPE Blaster | PERSONALITY Naive

PRINCIPLE OF LEVITY

DURING ROLEPLAYING

You keep your positive outlook even when all hope is lost. Your spirit is nearly impossible to break.

MINOR TWIST

Who did you offend by making light at the wrong time?

MAJOR TWIST

What has occurred to finally break your good spirits?

PRINCIPLE OF COSMIC ENERGY

DURING ROLEPLAYING

You have an affinity with cosmic energy. You can interact with cosmic energy with ease.

MINOR TWIST

What other energy/element is currently causing your powers to go on the fritz?

MAJOR TWIST

What source of energy/element is currently dampening all your powers?

HERO POINTS

THIS ISSUE: ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

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HERO NAME	ALIAS	PLAYER
Aeon Girl	Windy Farrum	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Absorption	8	Alertness	10
Cosmic	10	Cosmic Progeny	8
Density Control	8	Ranged Combat	8
Flight	10		
Infernal	8		
Teleportation	8		

STATUS DICE

GREEN 6

YELLOW 6

RED 12

HEALTH RANGE

GREEN 35-27

YELLOW 26-13

RED 12-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Cosmic Nature	I	At the start of your turn, remove any -1 penalties on you.
	Inevitable Blast	A	Attack using Cosmic. Ignore all penalties on this attack, ignore any Defend actions, and it cannot be affected by Reactions.
	Withering Blast	A	Attack using Infernal. Hinder a target with your Min die.
	Principle of Levity	A	Overcome a dire situation where your jokes prevent demoralization. Use your Max die. You and each of your allies gain a hero point.
	Principle of Cosmic Energy	A	Overcome a challenge involving cosmic energy. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Cosmic Form	I	When you would take damage from Cosmic energy, recover that amount of health instead.
	Energy Battery	A	Boost yourself using Absorption. Then, remove a penalty on yourself or recover health equal to your Min die.
	Fly Interference	A	Attack using Flight. Use your Max die. If you choose another hero to go next, Boost that hero with your Mid die.
	Internal Cataclysm	A	Attack all nearby opponents using Infernal. Hinder any targets damaged by this ability with your Min die. Hinder yourself with your Max die.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Interposing Jaunt	R	When multiple allies are Attacked, you may take all the damage instead. If you do, roll your Teleportation+Red status die and reduce the damage by that much.
	Reconstitution	I	Once per issue, if you would go to 0 Health, roll your Absorption, Alertness, and Red status dice. Your health becomes the sum of that roll.
	Unleashed Oblivion	A	Attack using Cosmic and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this attack first, even if they are exclusive.

OUT

Hinder an opponent using Cosmic.



Aeon Girl

Alias: Windy Farrum
Gender: Female
Age: A Few Months
Height: 5'5" (usually)
Eyes: White
Hair: Silver
Skin: Metallic
Build: Impressionable
Costume/Equipment: Aeon Girl's dark metallic skin and silvery hair speak to her cosmic origins, though her innate orange and yellow outfit and signature blue energy make her look eerily similar to a minion of OblivAeon, as opposed to her own person.
Background: Blank Slate
Power Source: Higher Power
Archetype: Blaster
Personality: Naive

Biography

During the fight against OblivAeon, one of the major threats came from the Aeon Men, led by the scion called Aeon Master. Semi-autonomous splinters of OblivAeon's power that he shed when he was dealt damage, these minions engaged the heroes and wreaked havoc for their master. One hero was uniquely suited to destroying them — Tarogath, the last Procitor. Known as the hero Lifeline, he absorbed and directed the natural energy found in ley lines. This natural energy absorption was further augmented by dark blood magic to the point where he could directly absorb the life essence of other beings. As the hordes of Aeon Men and Aeon Master itself attacked the military base Fort Adamant, Lifeline hatched a plan with other heroes to absorb the entirety of Aeon Master's energy, completely nullifying the Aeon Men by ridding the world of the force directing them. He managed to barely survive doing so, but could not contain such a vast amount of cosmic power for long. He directed some of it in an attack against OblivAeon directly, but the remaining power demanded release.

After the fight, Lifeline and his fellow endling Slamara tapped the power inside of him, releasing it to take on its own shape. He channeled all of it into a new being — not an Aeon Man, not a creation of OblivAeon, but something born of cosmic energy, natural magic, and shaped by blood magic. Something entirely new. Thus, Aeon Girl came into existence. This new being had full awareness, consciousness, and access to knowledge of the cosmos that OblivAeon's power carried, but was entirely her own being — pure power given shape. With a tangled history of terrible deeds for what he saw as the greater good, Lifeline knew he was not the right teacher for this innocent creature. She needed to learn how to survive in the universe without being warped into someone as twisted as Lifeline saw himself to be. Knowing and respecting the various heroes of Earth, he left this new entity with them in the hopes that they could teach her how to be a good person and a true hero.

Aeon Girl set to learning who she was with a will. In an effort to fit in among the other students, she took on a new name: "Windy" because she liked the way the wind was everywhere and nowhere, and "Farrum" because it was Lifeline's clan name. She was one of the first students at the Freedom Academy, and was a diligent if somewhat easily distracted student. Her capacity for learning seems limitless, but so do her interests. She's still learning what she likes, and what she doesn't like.

Soon after she started taking classes, she saw a commotion in the streets: demonic bugs attacking some people in costumes! She joined the fray and met the people that would become her best friends and teammates. Her friends and the teachers at the Freedom Academy tend to serve as her primary guides to what constitutes being a person, so she's always trying new things. There are undoubtedly challenges, but mostly, Aeon Girl is trying to be a good person, figure out who she is, and find her place in the world.

Capabilities and Motivations

Aeon Girl is made up of a nigh-limitless supply of cosmic power, allowing her to change her size, shape, and density. She can also fly through the air and space, unleash blasts of withering power, and even fold space to teleport herself short distances. Her ties to Lifeline's blood magic also gives her potential access to more esoteric forms of energy, but she is a long way from being able to harness such magicks safely. All of her current abilities are just scraping the surface of her capabilities, but she's not eager to delve into what she might have access to before she has more mastery of what she can do now. Being a unique creation of blood magic and OblivAeon energy means that she'll be discovering things for herself for some time to come.

Personal Life

Aeon Girl is-- well, she doesn't really know. Being abandoned by Lifeline to learn how to be a good person has left her with some unresolved issues, to say the least. She's not entirely clear on a lot of things, including what actually makes someone "good" or even why being good is the right goal. She's truly innocent, with only a few months of memories, so she is trying to learn how to behave by copying the people around her. At a basic level, this mirroring behavior helps her navigate daily interactions (eating, sleeping, blinking: things that make her fit in), but she is finding that it doesn't always work now that she is trying to expand into the social arena. The members of Daybreak are giving her a crash course in being a teenager, though lessons learned by watching one member don't always carry over to other social situations. Rockstar destroying a guitar at the end of her set on stage is fine… but Windy destroying a guitar in a shop is wrong for some reason?

Every day is a fresh chance to discover the world around her, and she finds everything very interesting. Despite the social stumbles, she absolutely loves going out with her friends. She loves having friends! She doesn't get everything that she is exposed to, especially when there are layers of social interactions happening all at once. Going to the movies, for instance, poses all sorts of challenges. She has to have special drinks and food (she can't bring her own, but sometimes she IS supposed to bring her own when they are "sneaking it in"). Then she needs to watch the movie silently (but not always, because sometimes she is supposed to laugh, or cheer, or be scared, but only during the correct times), and there are different types of movies with different social cues. After the movie, she is supposed to talk about it with the people she saw it with (but only with them; for some reason, people who haven't seen it and are waiting in line get upset with her when she talks about it). Depending on the group, she might then be supposed to eat different food from the movie food (but not the wrong food, depending on the time of day, except in a diner where "breakfast" is always acceptable) and talk about other things (and the list of appropriate things differs between social groups). It's all endlessly fascinating! Aeon Girl is so excited to be a person.





MUERTO



SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME Muerto

ALIAS Thiago Diaz

PHYSICAL ATTRIBUTES

GENDER Male | AGE Mid-Teens (at death) | HEIGHT 5' (usually)

EYES None | HAIR None | SKIN None

BUILD A Ghost, or a pile of electronics

COSTUME/EQUIPMENT Muerto has no physical form of his own, as he is a ghost. However, when he haunts any electronics, they glow with his calavera designs. His most commonly used form is cobbled together from bits of tech from the destroyed Freedom Tower.

CHARACTERISTICS

BACKGROUND Adventurer | POWER SOURCE Supernatural

ARCHETYPE Divided: Form-Changer | PERSONALITY Jaded

PRINCIPLE OF THE GEARHEAD

DURING ROLEPLAYING

You always know the general state of repair or function of an item of technology, whether it's a simple toaster or an alien orbital defense system.

MINOR TWIST

What mechanical device just shorted out?

MAJOR TWIST

What machine just went terribly off the rails?

PRINCIPLE OF THE MASK

DURING ROLEPLAYING

It is vitally important that you hide your true identity. You have a career that allows you to slip between identities when necessary.

MINOR TWIST

What clue did you leave behind towards your real identity?

MAJOR TWIST

Who from your civilian life is now in imminent danger?

HERO POINTS

THIS ISSUE: ○ ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

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HERO NAME	ALIAS	PLAYER
Muerto	Thiago Diaz	

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Awareness	10	Anima	8
Electricity (Ghost)	8	Finesse (Electronic)	8
Intangibility	10	Stealth (Ghost)	10
Part Detachment (Electronic)	6	Technology	10
Power Suit (Electronic)	8		
Remote Viewing (Ghost)	8		

STATUS DICE

GREEN 10

YELLOW 8

RED 6

HEALTH RANGE

GREEN 25-20

YELLOW 19-10

RED 9-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Calavera Wisp	A	Take a basic action using Intangibility. Then switch to your Ghost form on your auxiliary sheet.
	Haunt Electronics	A	Overcome using Technology. On a success, enter an Electronics form on your auxiliary sheet. Then, take a basic action with your Min die.
	Polterheist	A	Attack using Intangibility and use your Max die. Then change to any available form.
	Principle of the Gearhead	A	Overcome a technological challenge. Use your Max die. You and each of your allies gain a hero point.
	Principle of the mask	A	Overcome using knowledge from your civilian life. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Absorbed Apparatus	A	Boost yourself using Intangibility. Use your Max die. That bonus is persistent and exclusive.
	Electro-Field	A	Boost or Hinder multiple nearby targets using Electricity.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Sense the Unseen	I	Whenever you take an action using Awareness, you may reroll your Min die before determining effects.
	Stop and Refocus	A	Hinder yourself using Intangibility. Use your Min die. Recover health equal to your Max+Mid dice.
	Quick Shift	R	When Attacked, change to any form before resolving the attack. Take a minor twist.

OUT

Remove a bonus of your choice.

MUERTO

AUXILIARY SHEET

FORMS KEY

Ghost:
- Ghost Form

Electronics:
- Tough Form
- Miniscule Form
- Towering Form

DIVIDED INFO

Muerto has two different forms: one as a ghost, and one while haunting technology. He has a few forms he can assume depending on the technology that he is haunting. While in ghost form, he has access to any Powers and Qualities marked as Ghost. While in an electronics form, he has access to any Powers and Qualities marked as Electronic. He always has access to all his other Powers and Qualities.

To take control of an electronic form, Muerto can use his Haunt Electronics ability to enter one of the electronics forms below. To leave one of those forms and return to ghost form, he can use his Calavera Wisp ability. He can also Attack and change to any form at a cost, using his Polterheist ability.

His electronics forms have different power dice than his ghost form. He always has access to the Minuscule form (such as a cell phone or a remote control) and the Tough form (his standard metal body, or any other similarly durable form). Being in the Minuscule or Tough form do not change any of his Powers or Qualities, and he is most frequently found in his Tough form, the metal body he is depicted as inhabiting.

While in the Yellow or Red zone, he also gains access to the Towering form (a single massive piece of technology or a giant pile of parts). While in this form, his Qualities stay the same, but his Powers are altered from his Green zone electronics forms, as listed below.



GHOST FORM

GREEN ZONE

POWERS	DIE TYPE
Awareness	10
Electricity	8
Intagibility	10
Remote Viewing	8

TOUGH FORM

POWERS	DIE TYPE
Awareness	10
Intangibility	10
Part Detachment	6
Power Suit	8

MODE DESCRIPTION: The primary form that Muerto inhabits. It's sturdy, reliable, and reminds him of his dream to be a hero. This form can also be used for a different, similarly sized form that isn't his standard body.

ICON	NAME	TYPE	GAME TEXT
	Sturdy Body	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.

MINUSCULE FORM

GREEN ZONE

POWERS	DIE TYPE
Awareness	10
Intangibility	10
Part Detachment	6
Power Suit	8

MODE DESCRIPTION: Something small, like a cell phone, remote control, doomsday device activator, etc.

ICON	NAME	TYPE	GAME TEXT
	Self-Diagnostic	A	Defend using Power Suit. Use your Max die. Remove all penalties on you.

TOWERING FORM

YELLOW ZONE

POWERS	DIE TYPE
Awareness	6
Intangibility	10
Part Detachment	12
Power Suit	10

MODE DESCRIPTION: Either a large device, like a vehicle or a colossal machine, or a pile of tech all inhabited at once.

ICON	NAME	TYPE	GAME TEXT
	Tech Whirlwind	A	Attack multiple targets using Part Detachment.

Muerto

Alias: Thiago Diaz
Gender: Male
Age: Mid-teens (at death)
Height: 5' (usually)
Eyes: none
Hair: none
Skin: none
Build: A Ghost, or a pile of electronics
Costume/Equipment: Muerto has no physical form of his own, as he is a ghost. However, when he haunts any electronics, they glow with his calavera designs. His most commonly used form is cobbled together from bits of tech from the destroyed Freedom Tower
Background: Adventurer
Power Source: Supernatural
Archetype: Divided: Form-Changer
Personality: Jaded

Biography

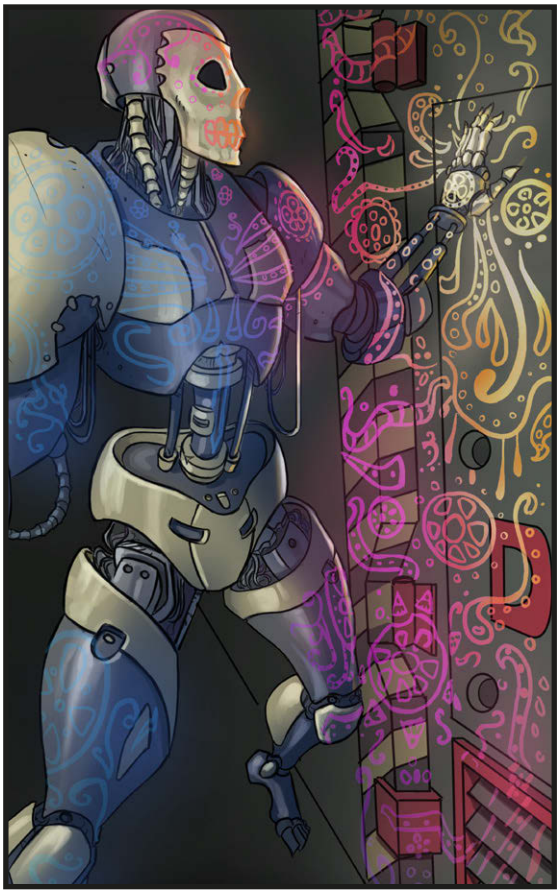
Thiago Diaz wanted to be a hero. He was a good kid and made sure to always be on the lookout for danger. If he saw wrongdoing, he would call the cops, because he wanted to be like his personal hero, Legacy. Somehow, despite living in Rook City with this mindset, he survived to be a teenager. His daydreaming about being a hero distracted him from his studies, so his parents made him a deal: if he could get all A's in his first year of high school, he could visit Freedom Tower. Galvanized by this goal, he got his A's and went on the field trip. Then, while he was on the museum tour, OblivAeon appeared above the tower and obliterated it, killing him and everyone else inside instantly. It was a devastating tragedy, but not the only tragedy to come out of the OblivAeon event. Still, this was not to be the end of Thiago's story. Somehow, the cosmic energy interacted with the unique relics and tech in the museum to preserve his consciousness in the destroyed electronics. When bits of the wreckage were transported to Freedom Plaza for study, chunks of Wraith's gadgets, Tachyon's tech, and Bunker suit pieces formed together into something resembling a body. The remnants of Thiago's consciousness had no hope and felt like he had nowhere to go, so he latched onto the one thing that he'd always wanted. He would be a hero.

Capabilities and Motivations

Muerto can possess and animate any electronic device that he "haunts". His most commonly used form is an amalgamation of tech from the remnants of Freedom Tower, but he can leave it to occupy smaller electronic devices, or even to temporarily animate huge machines or pull a group of parts together to create a massive body. The capabilities of the body his ghost occupies is largely dependent on the type of device. For instance, causing a robot arm to pick up an object would be a lot easier than trying to make a toaster do the same thing.

Personal Life

Being part of Daybreak fulfills that part of himself that wanted to be a hero more than anything, but Muerto doesn't talk about who he used to be. He doesn't even really think of himself as Thiago anymore; Thiago died. One day, he might be able to think of himself as a person again, perhaps with the help of his new allies. Aeon Girl doesn't see anything weird about him and treats him like any other friend, which he needs. Her search for identity might help him as well. Absolute Zero, as well, is in a unique position to talk to him about finding his personhood in the middle of tragedy. For Muerto, any recovery is going to be a long and difficult road.



Villains

Meanwhile...

Evil intent alone is not enough to become a villain. Capacity for destruction, manipulation, or conquest, and then acting on that capacity, usually with some overwrought plot, is what makes these bad actors true villains. And a flair for the dramatic never hurts. Villains excel when in the spotlight; they are just as flashy and as colorful as their heroic counterparts.

The villains of ***Sentinel Comics*** are larger than life, bombastic characters with dark desires and dreadful designs. Their faithful followers wear costumes designed to compliment the looks of the villains, and often have code names that fit the theme of the villain. They often monologue when they have the upper-hand. If the heroes have them dead to rights, they make an escape in a cloud of smoke or via loyal minions throwing themselves at the heroes to provide a distraction. You haven't heard the last of these villains!



The villains in this section are broken into two groups: villains that mostly act on their own, and teams of villains. The eight villains in the first group are likely to use minions or technology to pull off their plots, or perhaps team up with one other villain in certain circumstances. They usually have access to their upgrades and masteries, as they're working on their own. The villains in the three villain teams also have listed upgrades and masteries, in case they're working on their own for some reason. However, these villains are most commonly found working as part of their described team for their own reasons, explained in the team descriptions.

All of these villains have been created using the villain creation system in chapter 5. When calculating their health during their creation process, (H) was considered to be 4, so if you are using them to oppose more or fewer heroes than that, increase or decrease their health to match page 239. Each villain has a villain sheet, explained on pages 152-153. Similar to the heroes, they have statistics, a biography, and capabilities and motivations. They also have a section on their upgrades.

Intro
Playing the Game
Creating Heroes
Moderating the Game
The Bullpen
Adventure Issues
The Archives
Appendices

Baron Blade

SENTINEL COMICS THE ROLEPLAYING GAME

ALIAS: Ivan Ramonat
APPROACH: Mastermind
ARCHETYPE: Inventor



HEALTH	CURRENT HEALTH
50	

POWERS	DIE TYPE
Adaptive Mercurium Limb	10
Intuition	8
Inventions	12

QUALITIES	DIE TYPE
Conviction	8
Finesse	8
Leadership	8
Ruler of Mordengrad	8
Science	10
Technology	8

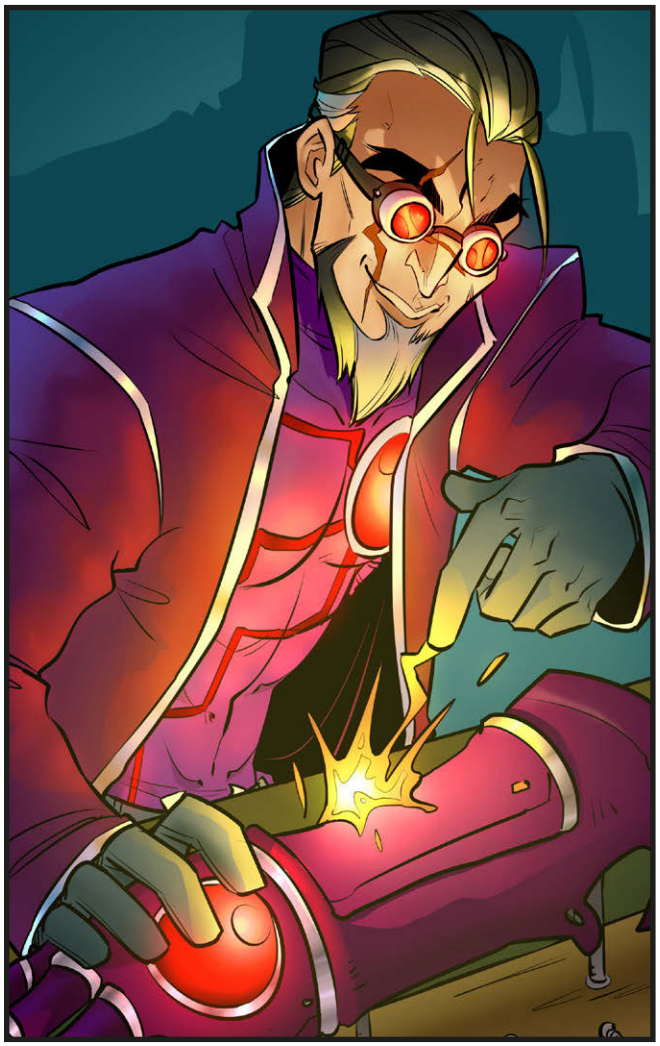
STATUS: Inventions (Mods)	DIE TYPE
4+ Inventions	12
2-3 Inventions	10
1 Invention	8
0 Inventions	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Brilliant Inventor	I	Whenever you create a bonus, increase that bonus by 1.
	"Consider the Price of Victory"	A	Hinder all opponents that can see or hear you using Conviction. Boost yourself using your Max die.
	Devious Devising	A	Boost yourself using Technology and use your Max die. Either make that bonus persistent and exclusive, or Boost yourself again using your Min+Mid dice.
	The Glory of Mordengrad	A	Attack using Inventions and at least one bonus. If you have multiple bonuses, you may also Attack another target using the Min die and one other bonus, and may also Attack a third target using the Max die and a third bonus.
	U Battalion Backup	A	Replenish your Blade Battalion minions up to the number of heroes.
	M Master of Mad Science	I	As long you have access to materials, you can automatically succeed when Overcoming a challenge by using scientific principles and inventions.

Baron Blade

Alias: Ivan Grigori Ramonat
Gender: Male
Age: Middle-Aged
Height: 5'11"
Eyes: Left eye: Brown / Right eye: Pale with scar
Hair: Black and grey
Skin: Pale
Build: Athletic
Costume/Equipment: A long purple coat with silver piping and accents, lined in dark red. A purple body suit accented with lines of red energy running from his Organic Sustaining Module installed on his chest. His right eye is covered by his red, glowing Nether Lens Monocle. His left hand and forearm are made of silvery metal, which he can control to take various shapes and applications.
Approach: Mastermind
Archetype: Inventor



Biography

Fyodor Ramonat made weapons and machines of war for many powerful nations, but he ultimately paid the price when heroes of those nations' enemies destroyed his weapons factories, led by the Legacy of that time. Fyodor's son Ivan was so enraged by the death of his father that he took over his hometown of Mordengrad in Lithuania, declaring himself, Baron Blade, the leader of this sovereign nation. Like his father, Ivan was a brilliant inventor, but far more clever and ruthless, and now he had a hatred of all so-called heroes. Across the past few decades, Baron Blade has enacted numerous maniacal plans to threaten the existence of all heroes, especially those in the Legacy line.



Capabilities and Motivations

Baron Blade is a devilishly imaginative inventor, creating all manner of doomsday devices and concocting outlandish plots, both for the glory of his home country Mordengrad and also for the downfall of his foes. His loyal army — the Blade Battalion — is well-equipped with cutting edge devices and armor, but greater still is their fanatic loyalty to the Baron. Over the years of his villainous career, he has made use of many bizarre devices with overly complicated workings — everything from drilling into the Earth's core, to pulling the Moon into the Earth, to injecting himself with a dangerous serum meant to give him the means to defeat his foes at any cost — however his goals have always been quite clear: defend and elevate glorious Mordengrad, and destroy any foolhardy heroes who would call themselves Legacy.

Upgrades

Baron Blade is known to make use of various powered suits, from towering walking tanks, to sleek, cutting edge body armor, to utilitarian power lifters. The type of armored suit he dons is usually tailored to his particular plot, though they all have various advantages for both defense and combat.

MISS INFORMATION

ALIAS: Aminia Twain
APPROACH: Overpowered
ARCHETYPE: Inhibitor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
65	



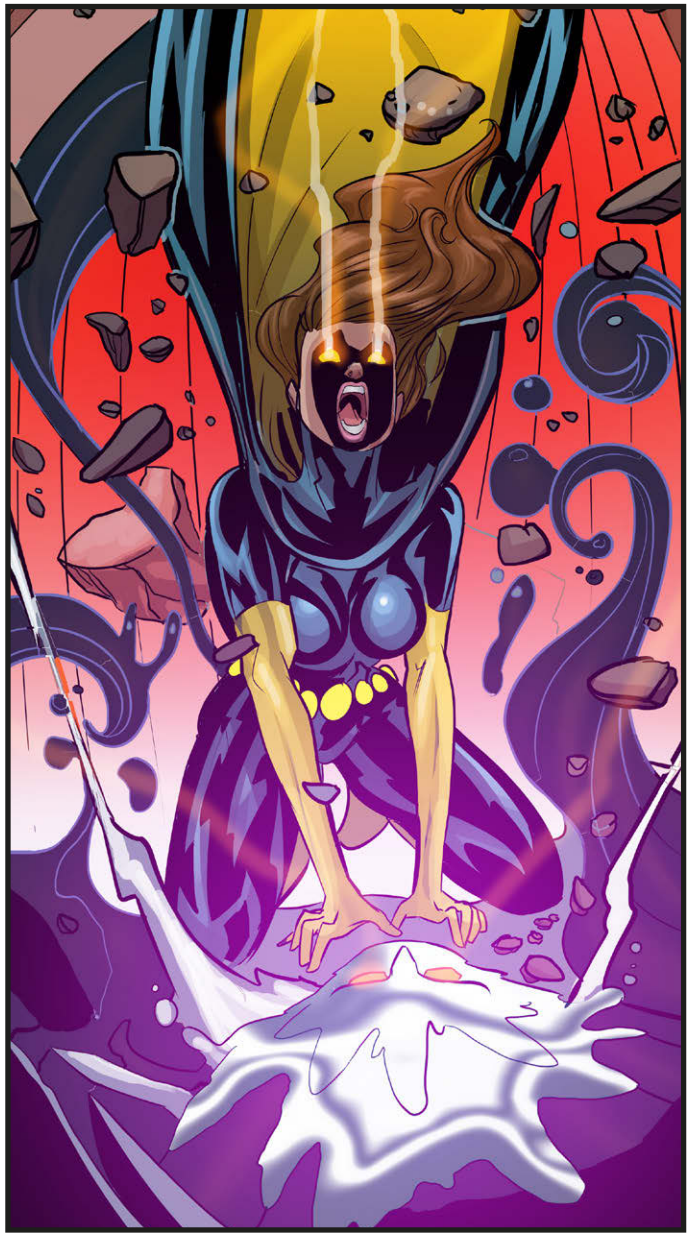
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Illusions	10	Insight	8	3+ Heroes with at least one Penalty	10
Presence	12	Persuasion	6	1-2 Heroes with at least one Penalty	8
Transmutation	10	Unhinged from Reality	8	0 Heroes with at least one Penalty	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	AtmosFear	A	Hinder using Presence against multiple targets and use your Max die. Attack one of those targets with your Mid die.
	Cracked Mask	A	Hinder using Transmutation. That penalty is persistent and exclusive. As long as that penalty is in play, reduce damage dealt to you by 1 and whenever you are dealt damage, the target with this penalty takes 1 irreducible damage.
	Deviate Reality	R	When Attacked, Defend yourself by rolling your single Presence die. Deal that much damage to a different nearby target.
	Flawless Facade	I	Whenever you roll a 1, reroll that die.
	U Rewrite Reality	I	The heroes act as being in the Green zone for status die, access to abilities, and for the purposes of all abilities. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, you may use a reaction to Hinder them by rolling your single Presence die. (When using this upgrade, Miss Information has 10 additional Health.)
	M Master of Superiority	I	As long as you are manifesting effects related to a power you have at 12, automatically succeed at an Overcome involving usage of those powers.

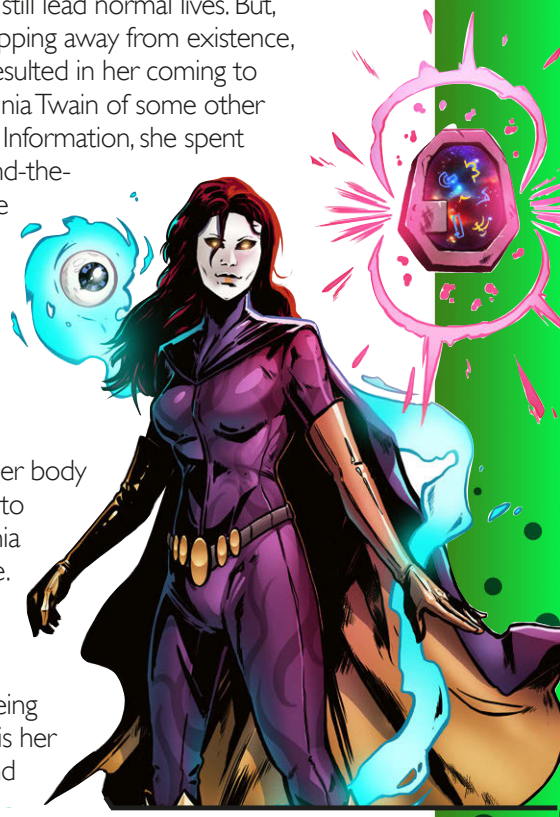
Miss Information

Alias: Aminia Twain
Gender: Female
Age: Middle-Aged
Height: 5' 4"
Eyes: Originally grey, now glowing gold
Hair: Chestnut
Skin: Pale
Build: Slim
Costume/Equipment: A black bodysuit with gold gloves, boots, and belt. Black cape with gold inner lining. Form fitting white porcelain mask that moves with her facial expressions.
Approach: Overpowered
Archetype: Inhibitor



Biography

Aminia Twain died hating the Freedom Five, impaled on a girder during a villain's attack, with one question on her mind. Why didn't they save me? She had been their loyal secretary for years, organizing and smoothing things behind the scenes so that they could stop crimes and still lead normal lives. But, instead of dying and slipping away from existence, a timespace fracture resulted in her coming to in the body of the Aminia Twain of some other reality! Reborn as Miss Information, she spent years conducting behind-the-scenes sabotage on the heroes. This ended when the hero Parse saw through her ruse, which ultimately led to Miss Information getting doused with toxic chemicals. The accident that burned her body also opened her mind to other versions of Aminia Twain in the Multiverse. It also allowed her to rewrite reality itself, with the only thing preventing her from being a world-ending threat is her ever-changing whim and inability to focus.



Capabilities and Motivations

The disconnection of this universe from the rest of the multiverse has allowed Miss Information to regain some of her focus as her mind heals from being many possible versions of Aminia Twain at the same time. Miss Information is a master of logistics, coordination, and intelligence gathering, able to formulate complex plots to trap heroes and tailor illusion-augmented traps to their specific fears and capabilities. When this fails, she can warp reality itself as long as she can concentrate, changing the world to suit her desires. She could make a Megalopolis where all heroes were hated, a temple where the Freedom Five served her wine in chains, or a diner that only served pickles.

Upgrades

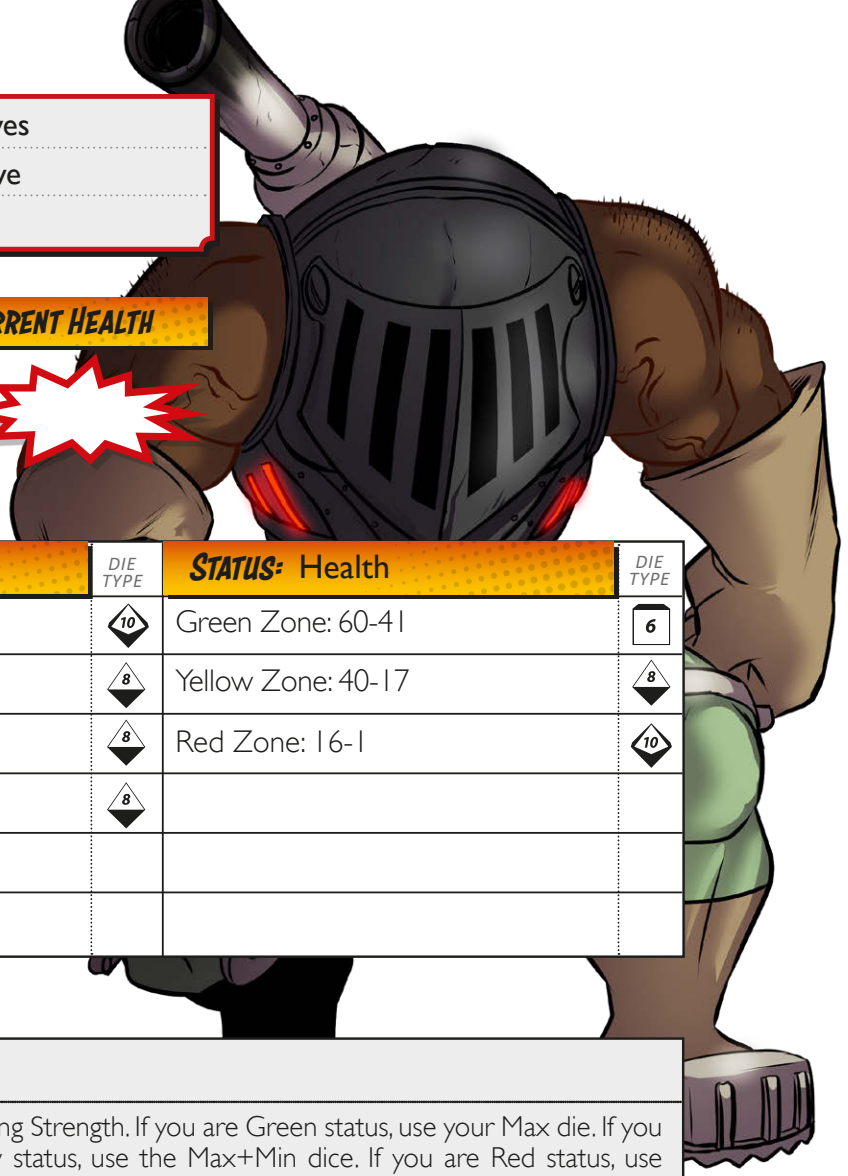
In the aftermath of OblivAeon, Miss Information acquired the Pandemonium Key, an artifact from the Enclave of the Endlings that augments her ability to create illusions and make them real. It is also a window into the disconnected, wider multiverse, allowing her to peer into other realities and remember things from her multitude of other lifetimes. This, unfortunately, does not help her mental state.

FRIGHT TRAIN

ALIAS: Steven Graves
APPROACH: Disruptive
ARCHETYPE: Bruiser

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
60	



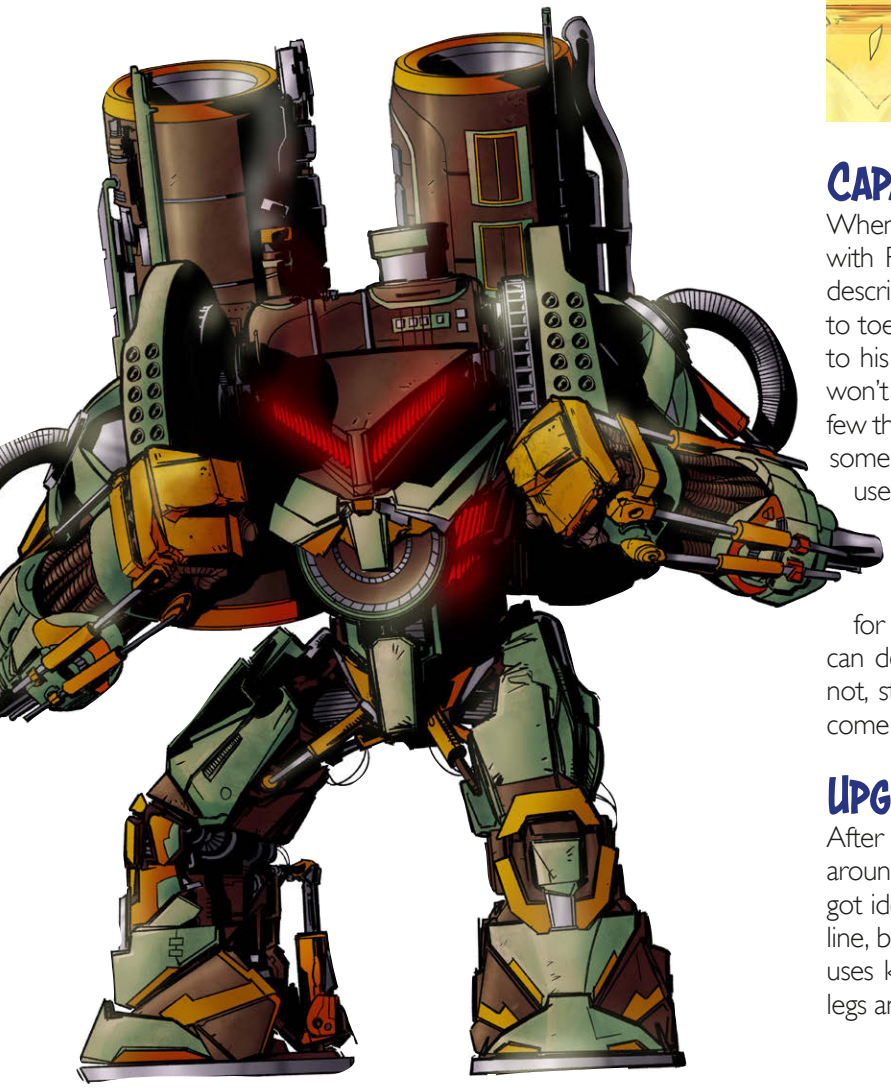
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Momentum	10	Close Combat	10	Green Zone: 60-41	6
Railway Gun	8	Imposing	8	Yellow Zone: 40-17	8
Strength	10	Off the Rails	8	Red Zone: 16-1	10
Vitality	8	Ranged Combat	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	All Aboard!	A	Attack using Strength. If you are Green status, use your Max die. If you are Yellow status, use the Max+Min dice. If you are Red status, use Max+Min against one target and Mid against another.
	Engine of Destruction	I	Reduce damage taken by physical and energy sources by 1 while in the Green zone, 2 in the Yellow zone, and 3 in the Red zone.
	Locomotivation	R	Whenever a target takes a Hinder action against you, you may first roll your Momentum die as a Hinder on them.
	Plow Through	A	Hinder multiple targets using Imposing. You and any nearby allies Defend using your Max die.
	U Trained Sights	I	When you take an action that lets you make an Attack, also make an Attack using your Mid die. (When using this upgrade, Fright Train has 20 additional Health.)
	M Master of Annihilation	I	If you can cause massive collateral damage without regard for casualties, automatically succeed at an Overcome where a show of overwhelming force can solve the problem.

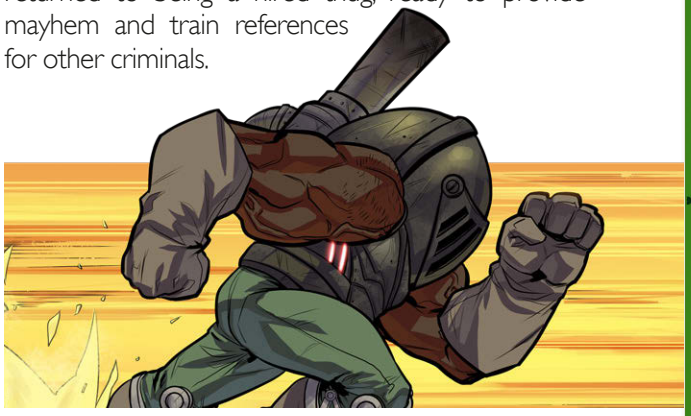
Fright Train

Alias: Steven Graves
Gender: Male
Age: Mid-30s
Height: 8' 3"
Eyes: Brown
Hair: Black
Skin: Brown
Build: Heavily muscled
Costume/Equipment: Olive-drab pants, tan gloves that reach his elbows, and steel boots with pistons attaching to braces on his legs. A steel chestpiece with a cannon mounted on the back that holds and stores kinetic energy from the pistons. A domed steel helmet that connects to the chestpiece, covering his head and neck, with a grill on the front.
Approach: Disruptive
Archetype: Bruiser



Biography

Steven Graves served in the same unit as his rival Lt. Vance, until he was wounded in battle. After his honorable discharge, Steven Graves put his size and training to use as private security for various shady enterprises. To further his abilities, he underwent biological and mechanical modifications to increase his size and strength, as well as gaining the distinctive helmet that earned him the name "Fright Train." After a stint in the extradimensional fortress known as The Block, Fright Train was broken out by Baron Blade in a plot to form a villain team to gain his vengeance against the Freedom Five. Further augmenting his strength and durability, the Baron ensured that Fright Train would be able to go toe to toe with the Bunker suit. After the ultimate failure of the team, Fright Train returned to being a hired thug, ready to provide mayhem and train references for other criminals.



Capabilities and Motivations

When it comes to hired muscle, few can compete with Fright Train. Though his style of fighting is best described as "indiscriminate mayhem," he can go toe to toe with even the strongest heroes, and his loyalty to his allies means those who employ him know he won't abandon the mission if things go wrong. Very few things can stop him in his tracks once he builds up some steam, though this single minded focus can be used against him. Fright Train has lately been teaming up with his old Vengeance team member Ermine, and the pairing of his strength with her skill is proving to be a highly successful team for heists, especially when things go wrong and she can depend on him to power through. Though it is not, strictly speaking, a superpower, Fright Train can come up with a train reference to fit any situation.

Upgrades

After years of fighting Bunker, Fright Train has come around the bend to the idea of a powered suit. He's got ideas for a full body armored suit later down the line, but for now he's got a cannon on his back that uses kinetic energy generated by the pistons on his legs and stored in his chestpiece.

ERMINE

ALIAS: Cassandra Lilya
APPROACH: Skilled
ARCHETYPE: Formidable

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
60	



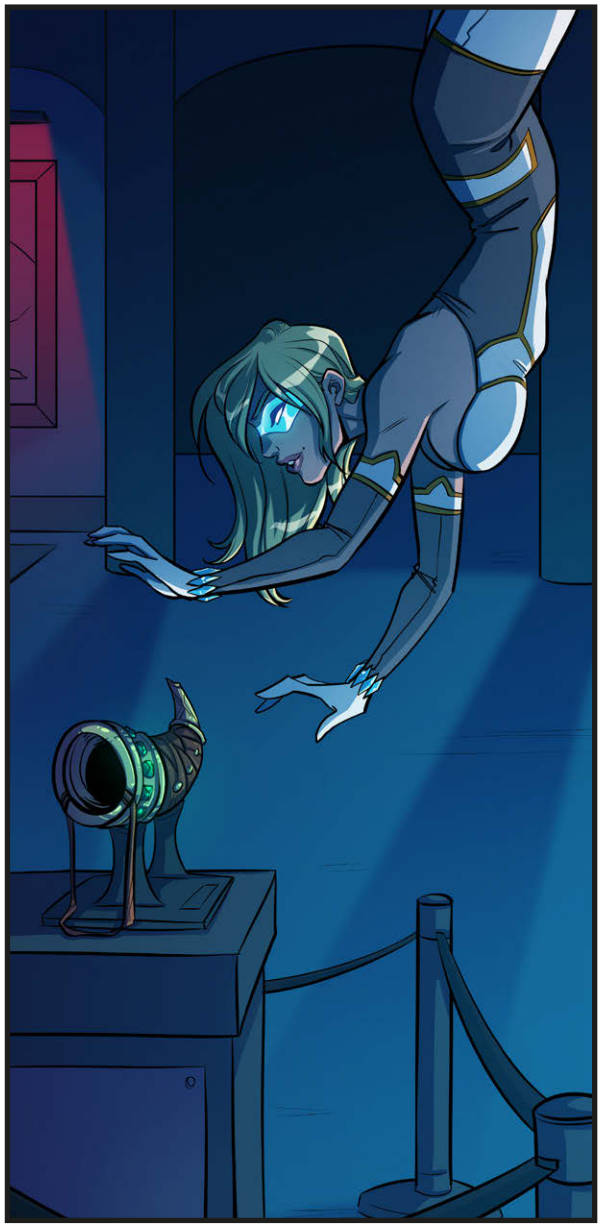
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Penalties	DIE TYPE
Agility	10	Acrobatics	8	Any Penalties and No Bonuses	4
Gadgets	8	Banter	8	Some Penalties and Some Bonuses	8
Invisibility	6	Criminal Underworld Info	8	No Penalties	12
		Finesse	10		
		Flashy Felon	8		
		Stealth	10		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Feint of Heart	R	When Attacked, Defend yourself by rolling your single Stealth die. Deal that much damage to another target.
	Flashbangle	A	Hinder multiple targets using Flashy Felon and use your Max die. If you roll doubles, also Attack each target with your Mid die.
	Least Favorite Diamond	A	Destroy one of your bonuses. Deal each opponent damage equal to the value of that bonus.
	Uncatchable	A	Boost using Gadgets and use your Max+Min dice. Remove all penalties on yourself.
	U Power Upgrade		Increase all of Ermine's Powers by one die size. (When using this upgrade, Ermine has 20 additional Health.)
	M Mastery of Profitability	I	If you have access to great wealth and other resources, automatically succeed at an Overcome to leverage those resources to get even richer, no matter who else pays the price.

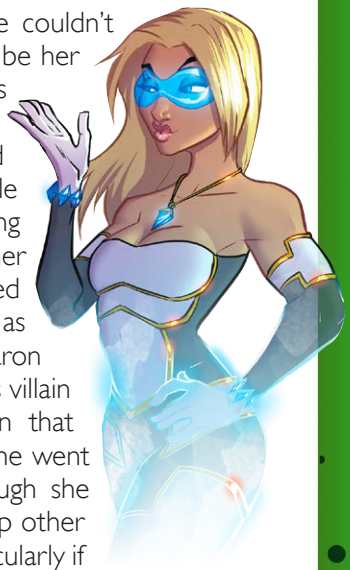
Ermine

Alias: Cassandra Lilya
Gender: Female
Age: Late-20s
Height: 5'3"
Eyes: Amber
Hair: Blonde
Skin: Tan
Build: Gymnast
Costume/Equipment: A white and grey bodysuit with gold piping that leaves her shoulders bare, accented by blue diamonds and a blue visor.
Approach: Skilled
Archetype: Formidable



Biography

Cassandra Lilya grew up in Rook City, where she learned at a very early age that crime actually paid quite well and was far easier than silly things like "time" or "hard work." At night, she broke into supposedly secure areas and plundered riches under the identity of Ermine. During the day, she used her ill-gotten gains to fuel an extravagant lifestyle. When the world's largest diamond went on exhibition at the Rook City museum, she couldn't resist stealing it. This proved to be her undoing as it caused her to cross paths with the hero Wraith, who defeated her and ended the secret of her dual life. While she stayed out of jail, the revealing of her secret identity left her reputation in tatters. Her hatred of Wraith, as much as her skill as a thief, were what caused Baron Blade to offer her a spot on his villain team, the Vengeful Five. When that team eventually fell apart, Ermine went back to a life of thievery, though she would occasionally deign to help other villains with their schemes, particularly if it meant a payout.



Capabilities and Motivations

Ermine is extremely self-centered and rarely has long term plans. While she's quite adept at making a complex plan to bypass a security system, she tends not to think much beyond the acquisition of whatever shiny thing caught her eye. The thievery itself is what excites her, with the proceeds funding a life of luxury. A gifted acrobat, sneak, and con artist, Ermine can get into many "secure" locations, and when she comes across something that has a bit more security, she's happy to have someone act as a distraction for her. When things go wrong she's extremely good at improvising her way out of the consequences, leaving others with the aftermath. Lately, she has teamed up with Fright Train for her heists, with his muscle and one-track mind pairing well with her stealth and skill.

Upgrades

Taking a lesson from Wraith, Ermine has been acquiring a variety of gadgets. Instead of the fashion disaster of Wraith's clunky utility belt, Ermine's jewels can be used in many ways: granting her temporary invisibility, creating holograms, deflecting lasers, and more. Truly a girl's best friend.

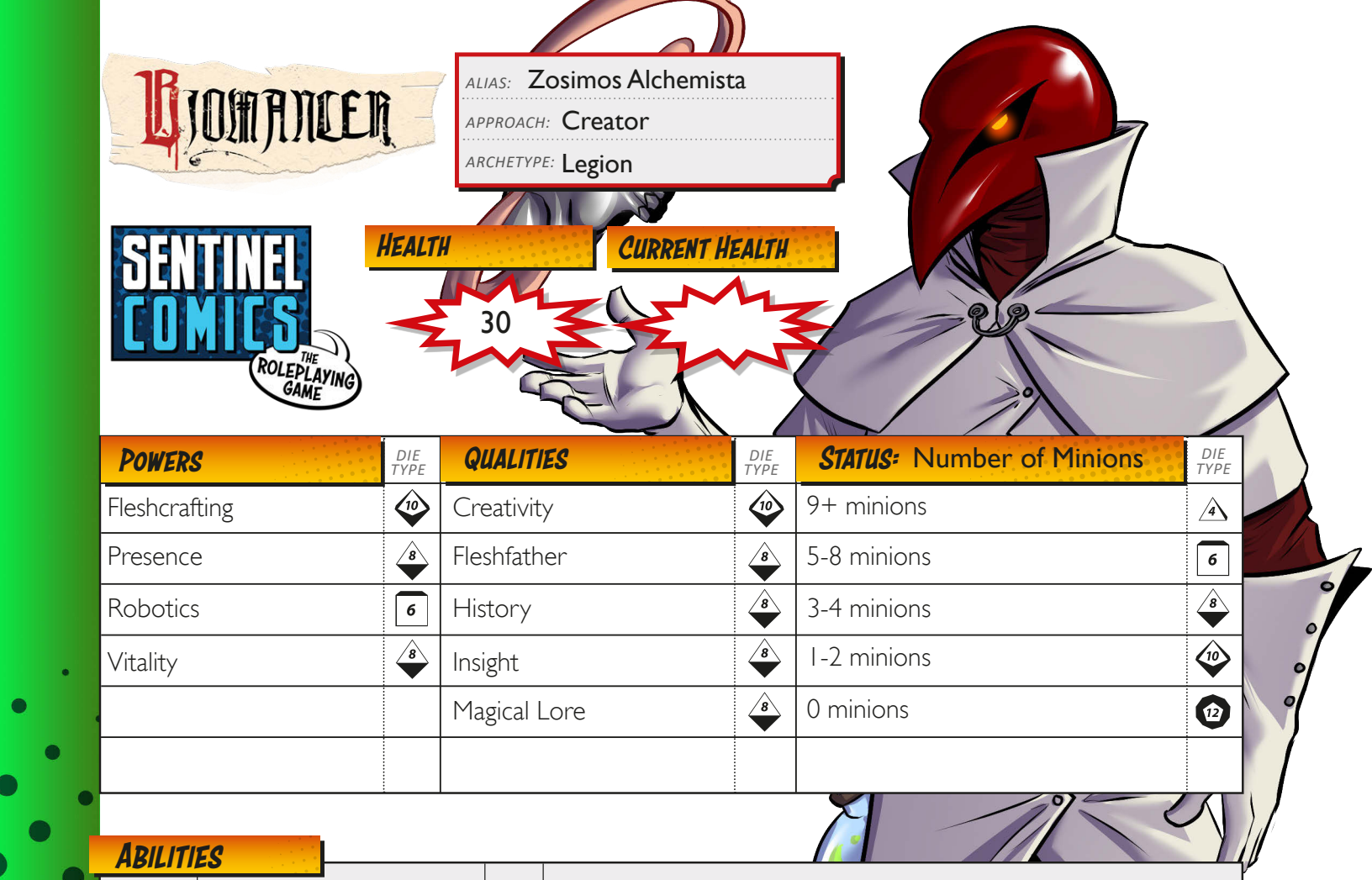


Biomancer

ALIAS: Zosimos Alchemista
APPROACH: Creator
ARCHETYPE: Legion

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
30	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Number of Minions	DIE TYPE
Fleshcrafting	d10	Creativity	d10	9+ minions	d4
Presence	d8	Fleshfather	d8	5-8 minions	d6
Robotics	d6	History	d8	3-4 minions	d8
Vitality	d8	Insight	d8	1-2 minions	d10
		Magical Lore	d8	0 minions	d12

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Bring in the Fleshchildren	A	Add two minions of size equal to one die size lower than your current status.
	Flesh of my Flesh	R	When one of your minions is destroyed, roll its die. You Recover that much Health.
	Lovingly Sculpted	A	Boost one of your minions using Fleshcrafting and use your Max die. If it is your only minion, also Boost yourself using your Mid die. If not, Boost each of your other minions using your Min die.
	Mold the Homunculus	A	Use Fleshfather to create a lieutenant of the same die size as your Max die.
	Pound of Flesh	I	Whenever multiple of your minions all take the same action against the same target, you must roll all of their dice at the same time and use the lowest rolling die amongst them for each minion's result on that action.
	U Who Can You Trust?	A	Replenish your Fleshchildren up to the number of heroes.
	M Master Behind the Curtain	I	As long as you are not directly involved in the fray and are using your influence indirectly, automatically succeed at an Overcome to manipulate a situation.

Biomancer

Alias: Zosimos Alchemista
Gender: Male
Age: Ancient, looks middle-aged
Height: 5'11"
Eyes: Gold
Hair: None
Skin: Pasty
Build: Artificial
Costume/Equipment: Red bodysuit, with a full length white 17th century doctor's robe over top. White elbow length gloves with buttons. Beaked red mask reminiscent of a 17th century plague doctor.
Approach: Creator
Archetype: Legion



Biography

Zosimos of Panopolis was the first magician to successfully combine science and magic into a discipline that would come to be called Alchemy, which he then used to ensure his own immortality through the preservation and manipulation of flesh. With the ravages of time conquered, he continued to study the building blocks of life and refine his craft, eventually leading to the construction of his first "fleshchild", stolen flesh laid over a constructed skeleton given temporary life via magic. Over the ages, he made these simulacra more realistic, using them to gather secrets and manipulate the world. Heroes have encountered his creations many times over the years, and he has even created fleshchild versions of the heroes to sow discord. He has not been seen for some years after his last defeat at the hands of the hero Writhe, but with his proven ability to survive as well as to create fleshchild versions of himself, no one believes that he is gone for good.



Capabilities and Motivations

Biomancer is a master of indirect plots, orchestrating events that result in other villains and heroes to dance to his unseen strings. He can create fleshchildren that are identical to the original, even to the point where the fleshchild thinks that it IS the original. His creations infiltrate society, fooling even close friends and family as they work towards his goals. With a DNA sample from a person with powers, he can create a fleshchild that can use that person's powers, though without a steady supply of that person's DNA, the fleshchild will rapidly degrade. Biomancer's plots are labyrinthian to the point where even a hero victory may well be simply part of his larger plan. They can take years to come to fruition as he moves pieces into place, and he is quite content to remain in the background indefinitely if all is going according to plan.

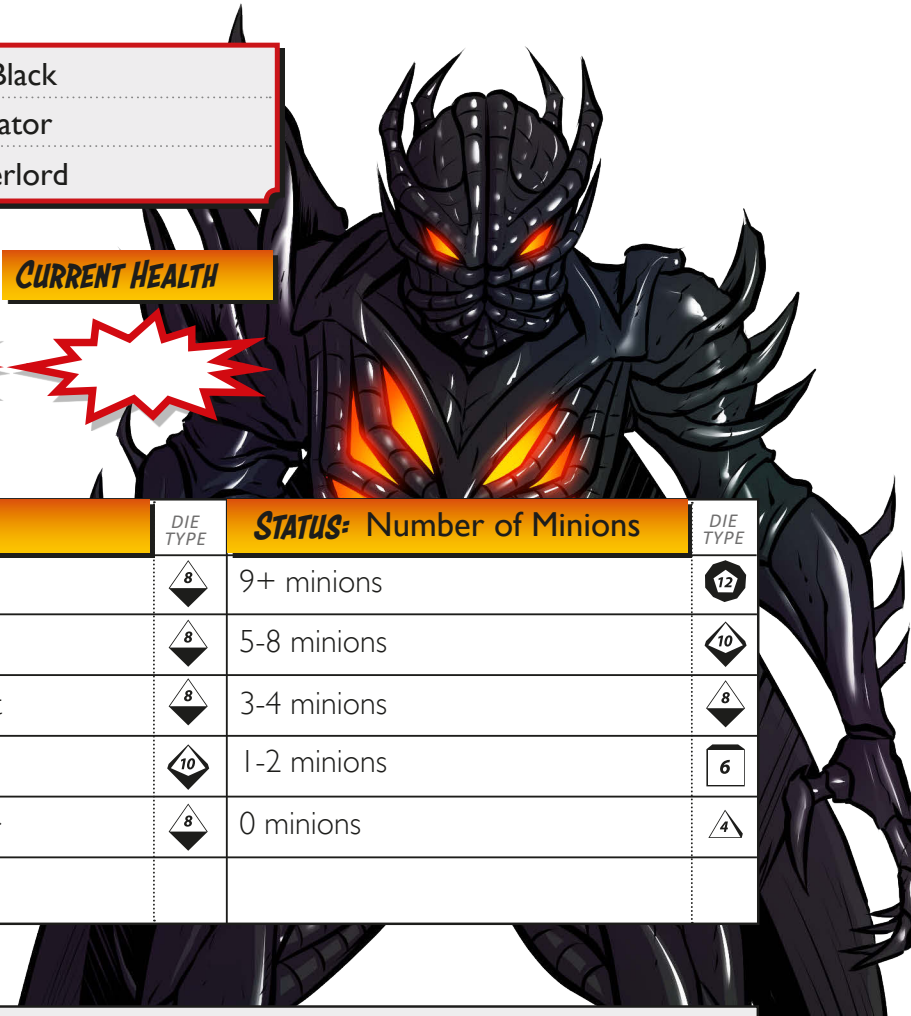
Upgrades

Biomancer has improved at fleshchild creation, making them more realistic and durable. With his ability to create fleshchildren that think they are real, anyone could actually be his minion, just waiting for the activation order.

Myriad

SENTINEL COMICS THE ROLEPLAYING GAME

ALIAS: Edgar Black
APPROACH: Creator
ARCHETYPE: Overlord



HEALTH	CURRENT HEALTH
50	

POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Number of Minions	DIE TYPE
Flight	8	Alertness	8	9+ minions	12
Insect Control	10	Banter	8	5-8 minions	10
Part Detachment	8	Close Combat	8	3-4 minions	8
Shapeshifting	6	Imposing	10	1-2 minions	6
		Swarm Master	8	0 minions	4

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Elusive Infestation	R	Reroll any number of minion saves against the same Attack.
	Infernally Empowered	A	Boost using Swarm Master for all your minions until the start of your next turn.
	Insectoid Armor	A	Attack using Shapeshifting and use your Max die. Defend against all Attacks against you until the start of your next turn using the number of your minions.
	Release the Swarm	A	Use Part Detachment to create a number of minions equal to the value of your Max die. The starting die size for those minions is the same as the size of your Min die.
	The Swarm Hungers	A	Attack using Insect Control and use your Max die, with a bonus equal to the number of minions you control.
	U Crawling Catastrophe	A	Choose one group of minions in the scene. Upgrade all their dice one size (maximum 12). (When using this upgrade, Myriad has 5 additional Health.)
	M Master of Total Chaos	I	If you are in a situation where everything is spiraling out of control, automatically succeed in an Overcome to accomplish a task by throwing out the rules.

Myriad

Alias: Edgar Black

Gender: A demonic swarm of bugs, identifies as Male

Age: A demonic swarm of bugs, identifies as Middle-Aged

Height: Variable

Eyes: Two glowing orange eyes, but the swarm's eyes are many

Hair: None

Skin: Black Chitin

Build: Made of bugs

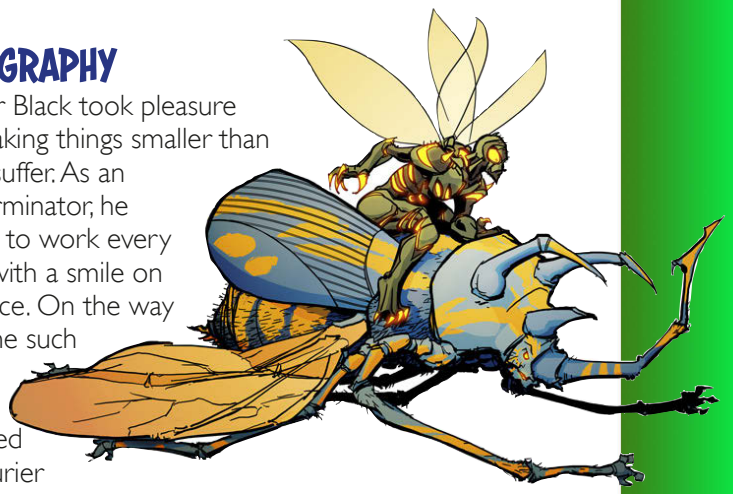
Costume/Equipment: A mass of demon bugs that have taken on a humanoid semblance with chitinous black skin, wings, and glowing orange eyes and chest.

Approach: Creator

Archetype: Overlord



Biography



Edgar Black took pleasure in making things smaller than him suffer. As an exterminator, he went to work every day with a smile on his face. On the way to one such job, he clipped a courier with his van, destroying the package the boy was carrying. Edgar sped away to avoid any consequences, but the contents of the package had other ideas. The contents of the package turned out to be a demonic entity that had been trapped for years by the hero NightMist. After her death, the courier had been commissioned to transport it to another mage for safekeeping. With the prison destroyed, the rapidly multiplying demonic swarm used Edgar as a host, and he became the central personality of the villain Myriad. He has clashed with the new hero team Daybreak several times as he looks to cause a little chaos in the world.

Capabilities and Motivations

As a person, Edgar Black's malevolence was limited by his cowardice and lack of long-term planning. The demon that possessed him was limited in that it needed a host to act as a focus, as without a core personality to adhere to, the demon's intelligence was scattered throughout the entire swarm. As the composite personality "Myriad," they are even worse; Edgar's desire to harm is bolstered by the Demon's desire for chaos and inherent magic. With nigh-infinite control over insects, Myriad has the ability to see and hear just about anything, though they still lack the long-term planning skill or intelligence to truly capitalize on anything they find out. Mostly, Myriad just wants to destroy things, and is happiest when wreaking havoc surrounded by an infinite swarm of infernal bugs.

Upgrades

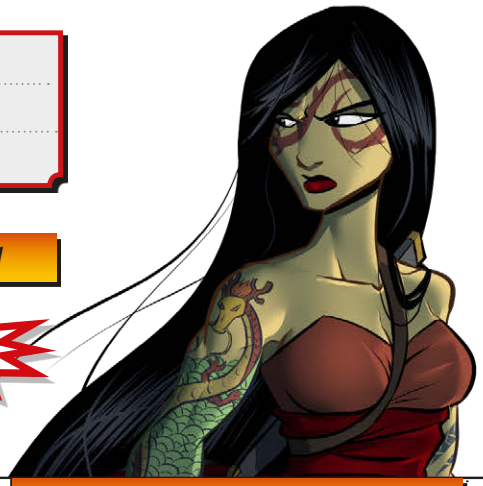
Being made of insects gives Myriad a lot of flexibility when it comes to things like size and shape. He could be a single fly on the wall, or a face on a swarm of locusts blackening the sky, his voice their collective chittering. The demon has a substantial well of innate magic that can be used for simple spells, particularly ones revolving around summoning infernal insects with nasty powers from his home hell dimension.

DRAGONCLAW

ALIAS: Sophia DeLeon
APPROACH: Ninja
ARCHETYPE: Guerrilla

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
60	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Engaged Opponents	DIE TYPE
Agility	10	Acrobatics	10	4+ Engaged Opponents	10
Infernal	8	Close Combat	10	2-3 Engaged Opponents	8
Remote Viewing	8	Criminal Underworld Info	8	0-1 Engaged Opponents	6
Speed	6	Investigation	8		
The Jade Talon	10	Student of Many Masters	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	A Cornered Dragon Closes its Wings	I	If you are outnumbered by nearby opponents, reduce all damage dealt to you by 2.
	Drive Back Their Blades	A	Attack using Close Combat and use your Max die. Defend against all Attacks against you with your Mid die until the start of your next turn.
	Step as the Crane through the Reeds	A	Attack using Acrobatics, using your Max die against one target, Mid die against another, and Min die against any target.
	Strike True, Learn Your Foe, Be Unknowable	A	Attack multiple close targets using Student of Many Masters. Hinder each target using your Min die.
	U One with the Fray	I	When you take an action that lets you make an Attack, also make an Attack using your Mid die. (When using this upgrade, Dragonclaw has 20 additional Health.)
	M Master of Conquest	I	As long as you are in command of your own forces, automatically succeed at an Overcome involving seizing an area or capturing civilians.



VILLAINS

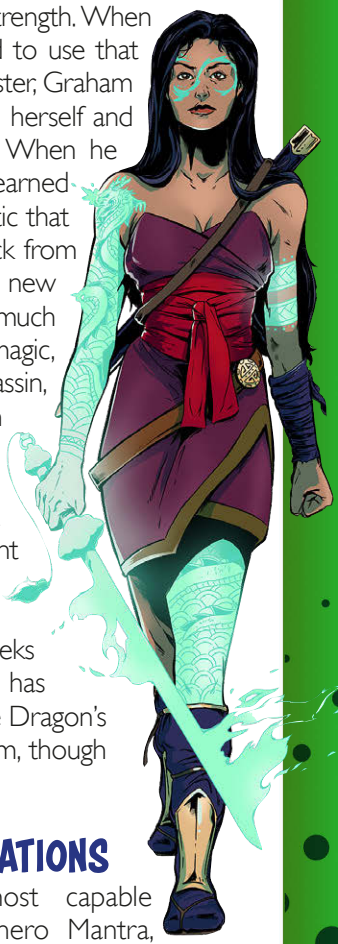
Dragonclaw

Alias: Sophia DeLeon
Gender: Female
Age: Early middle-aged, appears early-20s
Height: 5' 3"
Eyes: Brown
Hair: Black
Skin: Olive, elaborate dragon tattoos
Build: Lithe
Costume/Equipment: A red body wrap with green borders, belted with a red cord that goes around her torso multiple times, the tassels streaming behind her. Loose black hair that reaches to her mid-back. Elaborate dragon tattoos on her arms and legs, with a red one circling her eyes. Left wrist wrapped with black cloth. Mid-calf black and green soft-soled boots. A leather scabbard slung over one shoulder that holds the mystical green stone blade The Jade Talon.
Approach: Ninja
Archetype: Guerilla



Biography

Sophia Anna Isabel DeLeon has served many masters and learned many things. From "Slim" Walker, her first master, she learned her own strength. When he shut down his dojo, she learned to use that strength for herself. Her second master, Graham Pike, taught her how to understand herself and control her foes as his Operative. When he sacrificed her to pay off a debt, she learned to trust no one. Zhu Long, the mystic that ordered her death, brought her back from beyond the grave and became her new master, showing her there was still much to learn. Bound by Zhu Long's magic, she carried out his orders as assassin, courier, and emissary. The Dragon Master taught her lessons in poison, magic, and furthered her skills in the martial arts. Here, she learned that she could never defeat an opponent whose capabilities she could not discover and whose motives she could not understand. Though she seeks to escape Zhu Long's control, she has become his greatest weapon. As the Dragon's Claw, she has a measure of freedom, though she is ever aware of the leash.



Capabilities and Motivations

Dragonclaw is among the most capable combatants in the world. The hero Mantra, formerly known as Mr. Fixer, is perhaps the only living martial artist who could stand against her in hand-to-hand combat. Her fighting style flows effortlessly between grace and brutality. Even without her sword and magic, Dragonclaw can vanquish a room of armed professional soldiers that were forewarned of her arrival. While she has specific objectives as Zhu Long's agent, like stealing rare relics or sending a lesson to an enemy, the larger plan she is working toward is often inscrutable. She is ever testing the bounds of the Dragon's control, though she knows that the dragon is always watching her. With no way to become the master of her own fate, her loyalty to Zhu Long is absolute.

Upgrades

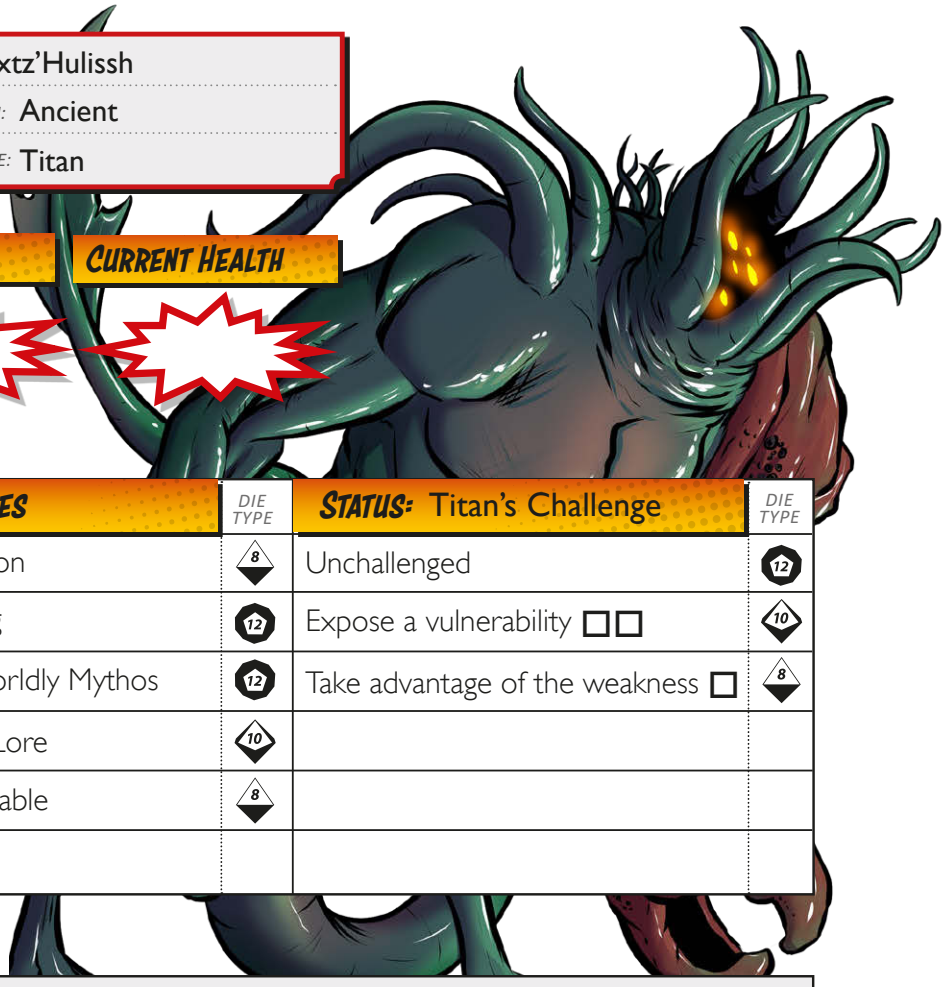
In a ritual of her own devising, Dragonclaw created the Jade Talon, a stone blade that serves both as a weapon and magical focus. Not only can it cut through flesh, stone, and metal with equal ease, it allows her to tread farther down the mystical path than ever before. She can channel this power in a variety of ways, with the most terrifying being the power to bring the tattoos on her body to life to fight with her.

XXTZ'HULISSH

ALIAS: xxtz'Hulissh
APPROACH: Ancient
ARCHETYPE: Titan

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
80	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Titan's Challenge	DIE TYPE
Cosmic	10	Conviction	8	Unchallenged	12
Horror	12	Imposing	12	Expose a vulnerability ☐☐	10
Presence	10	Otherworldly Mythos	12	Take advantage of the weakness ☐	8
Size Changing	8	Magical Lore	10		
		Unspeakable	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Confront the Unknowable	R	Take 1 irreducible damage to reroll a dice pool of someone Attacking or Hindering you.
	His Dread Presence	A	Hinder using Presence against multiple targets and use your Max die. Attack each using your Mid+Min dice.
	Pointless to Oppose Him	I	Reduce all damage taken by 6 (if you have a 12 status die), 4 (if you have a 10 status die) or 2 (if you have a 8 or lower status die).
	Rend Hearts and Homes	A	Activate one of the environment's twists in its current zone.
	Swallowed Hul	A	Attack using Horror and use your Max die. The target can either be Hindered equal to your Max+Mid+Min dice, or be unable to take any other actions other than using an Overcome to attempt to escape.
	U Opened Maw	A	Replenish your Hul'Spawn squad up to the number of heroes.
	M Master of the Unfathomable	I	If you are involved with eldritch and disturbing forces, automatically succeed at an Overcome to do the bidding of a being beyond human concerns.

XXTZ'HULISSH

Alias: None
Gender: Incomprehensible
Age: Impossible
Height: Towering
Eyes: None
Hair: None
Skin: Flabby, squamous, one fore-limb covered with a carapace.
Build: Colossal
Costume/Equipment: To look upon it is madness! Its barbed tentacles rising high above a headless neck from which the Hul-spawn peer and wait to be born from the darkness! The clawed feet on legs that should crumble beneath its weight! Skin like the strongest armor, and a crushing claw covered with shell that is stronger still! The tail that lashes, the claw that crushes! Beware! Look not upon it!
Approach: Ancient
Archetype: Titan



Biography

All that the world knows is that an incomprehensible behemoth has emerged from the depths of the Atlantic Ocean, moving towards an unknowable goal with despair, destruction, and madness in its indifferent wake. If they could draw back the curtain of time, they might see how in a time long past, the mages of Atlantis awoke something terrible. A beast from a nether dimension suddenly saw a new, vital world and began to break through so that it could summon its Hul-spawn and lay claim to the earth. To prevent devastation, the master mages of Atlantis enacted a terrible plan. Imbuing relics of power with the collective sacrifice of their people, they created twelve anchors to forever hold xxtz'Hulissh in place, then sank their city so the relics would be forever safe. Perhaps, had they more time, they could have found a kinder solution. Perhaps, had they more foresight, they could have anticipated the curiosity of future civilizations. Perhaps, had they more fortune, they might have succeeded in sealing the dread being away forever.



Capabilities and Motivations

With the removal of several of the Atlantean relics, both by heroes and by researchers studying Atlantis, the prison has been weakened. An incomprehensible, unstoppable behemoth, xxtz'Hulissh has broken free and moves towards an unknown goal, destroying anything in the way and sending a wave of horror before it. To fight it is to be trampled; to look upon it is to court madness.

Upgrades

xxtz'Hulissh's biology, motives, and potential weaknesses seem impossible to discern. The lightless maw where its face should be is a portal to its realm, from whence it spews forth its spawn. The horror that accompanies xxtz'Hulissh is enough to send all but the strongest souls running, and those that face it directly risk being shoved into the maw to the dimension where its hungry brood waits.


HELFYRE

Versed in Mayhem

Like every good musical success story, Helfyre started small. In fact, they didn't start as Helfyre at all. It all started when a group of powered individuals decided that they wanted to make music, rebel against the system, and get the success that they deserved. Damien Belter, the vocalist, had a superhumanly loud voice. Cinder Azarian, on lead guitar, could light and control fire. Silvio Thorne, playing a mean bass, could control plants, and Lilith Black rounded out the band with drums and telekinetic shields. Together, they were Screech, Blister, Deeproot, and Snare… the Crackjaw Crew!

The Crackjaw Crew was not good. Each member had some degree of musical talent, but they had no patience for putting in the work and building a reputation by playing small venues. They had some limited success with crashing larger shows and using their powers to take over the stage. However, aside from a small cult following, they couldn't get the fame they craved. They turned to crime as a way to support their musical aspirations and keep themselves in money for beer and takeout.

This shift towards crime brought them into their first major conflict with the hero team known as the Southwest Sentinels, who proved more than a match for the musical delinquents. The only way for the Crackjaw Crew to gain the upper hand was to resort to collateral damage, which they took to, eagerly. They were on the verge of defeating the Southwest Sentinels when a mysterious cowboy popped into existence and shot Snare's hoverchair, blowing it up and taking out the Crew. With a nod to the Southwest Sentinels and a tip of his hat, the lawman's badge flashed and he disappeared again. The Crackjaw Crew managed to avoid jail, but were at their lowest point. They were on the verge of giving up when they were given a news lease on life from the most unlikely source possible: a fan.

Bridge Beyond Reality

Wager Master — the tiny blue being with infinite cosmic power and a penchant for playing games with the universe — for his own inscrutable reasons, loved their music, specifically "Fish Hook Piercing", the one song that they had on their demo tape (the rest being a jam session consisting of noise and screaming). He offered them the deal of a lifetime: he would enhance their powers for free, so that they could get what they were due… but if they couldn't beat the heroes with their boosted powers, they would have to play for him forever!

Naturally, they were only too happy to sign on the cosmic dotted line, which kicked off their rampage through music stores and seedy venues, taking the gear they wanted, wrecking hotel rooms, and commandeering unsuspecting bars for surprise shows. They clashed with the hero team known as the Southwest Sentinels several times, and each time the Sentinels would send them packing, boosted powers or no. They just couldn't compete with the communication and camaraderie of the Southwest Sentinels.

Wager Master came to collect on a sunny Tuesday afternoon. The band was recovering from a night of arguing, drinking, and mediocre thai food. In a lilac flash, they all vanished from the garage, transported to a bizarre realm where they were condemned to play for Wager Master's amusement forever.

"Forever" turned out to be about a month, endlessly playing the same song over and over again for Wager Master's birthday party. When he got tired of them, he unceremoniously dumped them back in the same garage that he had taken them from. Aimless and dispirited, The Crackjaw Crew split up to couch surf, busk on street corners, and take temporary gigs with other bands. They tried to reform a few times, but the competing egos swiftly brought an end to each attempt. It seemed like the world would forever be deprived of their talent, but fate wasn't done with them yet.

Unholy Chorus

During one of their brief reunions, they met someone who would finally prove to be the missing link. A refugee from the Court of Blood, birthplace and haven of all vampires, Drudge wanted fame, fortune, and allies should his former vampire masters ever come looking for him. A persuasive fellow, he convinced the Crew that they could still achieve their dreams if they put in the work.

With practice using their powers and instruments, they actually improved as a band. Drudge acted as their manager, keyboardist, and style consultant, and took their music in a new direction: heavy metal with a distinctive gothic flair. Their music started to pick up traction. There was just one piece missing. The "Crackjaw Crew" wasn't appropriate for the band's new look and direction.

Their first appearance under a new name was crashing a venue. The band broke in, stormed the stage, and declared their new name: ***Helfyre***!

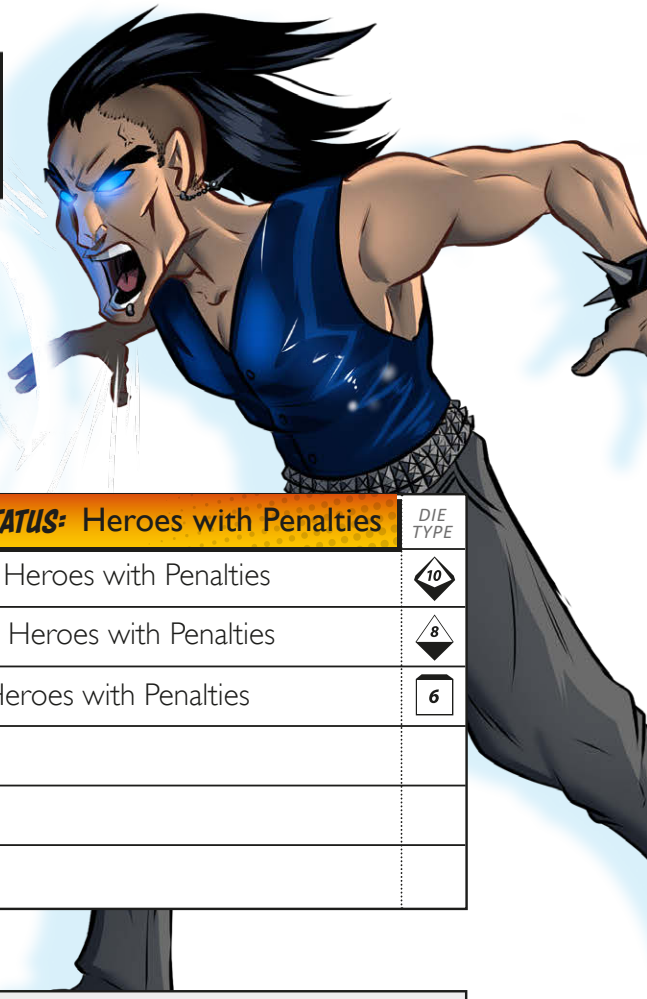


Screech

ALIAS: Damian Belter
APPROACH: Disruptive
ARCHETYPE: Inhibitor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
50	



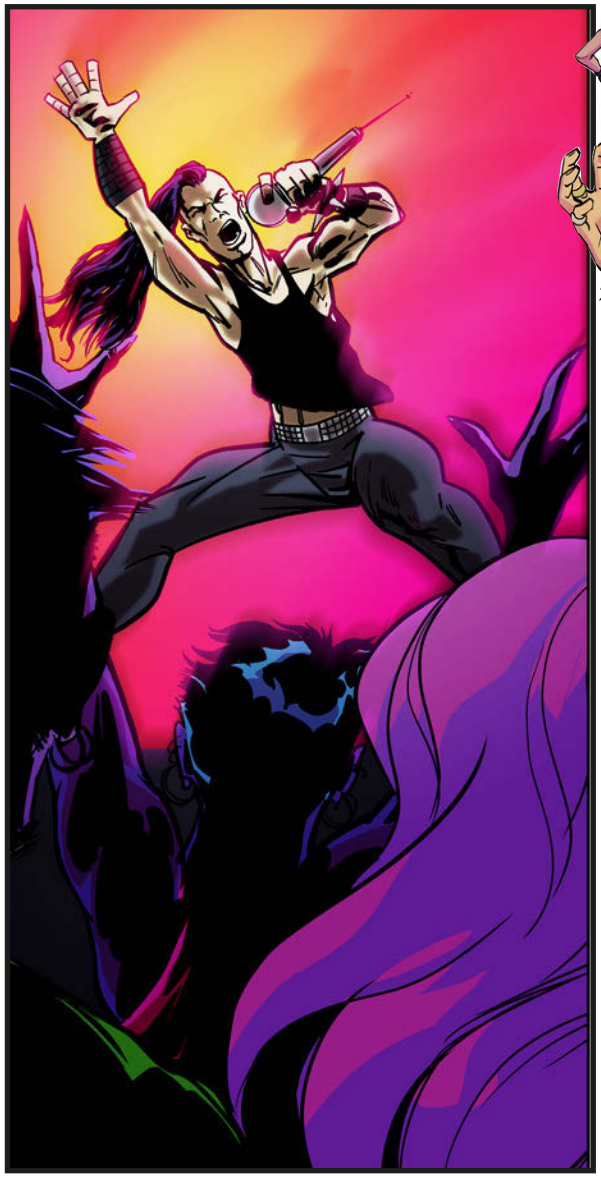
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Leaping	8	Banter	10	3+ Heroes with Penalties	10
Presence	10	Creativity	8	1-2 Heroes with Penalties	8
Sonic	10	Ranged Combat	8	0 Heroes with Penalties	6
Vitality	8	Screamo	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Earworm	R	When Attacked by someone with a penalty you created, Defend by rolling your single status die, and the attacker also suffers that much damage.
	Ring their Ears	A	Attack using Sonic. Use your Max die. A target dealt damage this way Attacks an ally by rolling their single largest power die.
	Scream of Anger	A	Hinder using Sonic and use your Max+Mid dice, or use your Max die and make it persistent and exclusive.
	Shout it Out Loud	A	Hinder multiple targets using Banter. Use your Mid die. You and any nearby allies Defend using your Max die.
	U Power Upgrade		Increase all of Screech's Powers by one die size. (When using this upgrade, Screech has 20 additional Health.)
	M Master of Total Chaos	I	If you are in a situation where everything is spiraling out of control, automatically succeed in an Overcome to accomplish a task by throwing out the rules.

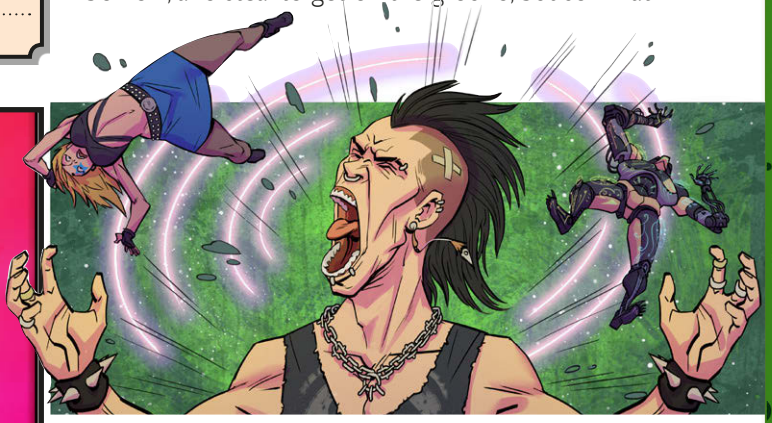
Screech

Alias: Damien Belter
Gender: Male
Age: Mid-20s
Height: 5'8
Eyes: Blue
Hair: Black mohawk
Skin: Pale
Build: strung out rocker
Costume/Equipment: Tight pants, studded belt, and a variety of ripped tops with no sleeves. Has a variety of wristbands, chain necklaces, and pointy earrings.
Approach: Disruptive
Archetype: Inhibitor



Biography

Damien Belter was the kind of kid who never discovered the concept of an "inside voice." The child of a CPA and a forensic accountant, Damien decided at an early age that he was going to go in a very different direction from his parents. School was boring and didn't involve nearly enough yelling, so he ditched at every opportunity. Music fascinated him, and he took every opportunity to go to a live show, the louder the better! Convinced that volume was the major qualification for a singer, he formed a band with some of his friends. When that one failed he formed another, then another, then went solo for a while, then formed yet another band, which ended up sticking together, largely because everyone in it had some measure of power and a similar feeling that they were destined for greatness. Sure, they would need to beg, borrow, and steal to get off the ground, but so what?



Capabilities and Motivations

Screech's musical aptitude can most favorably be described as "loud." He was a loud kid, and as he aged his vocal range only expanded. His jaw and lungs also changed, allowing him to unhinge his jaw for even greater volume, along with a lung capacity that let him sustain a note for minutes at a time. Sadly, none of these things proved to be a good substitute for practice, talent, or any understanding of "pitch". As the vocalist for Helfyre, he spends much of his singing time using his voice to stun and debilitate his "audience", including the annoying cops that want them to stop practicing due to noise complaints, or the even more annoying heroes that want them to stop robbing gas stations for snacks.

Upgrades

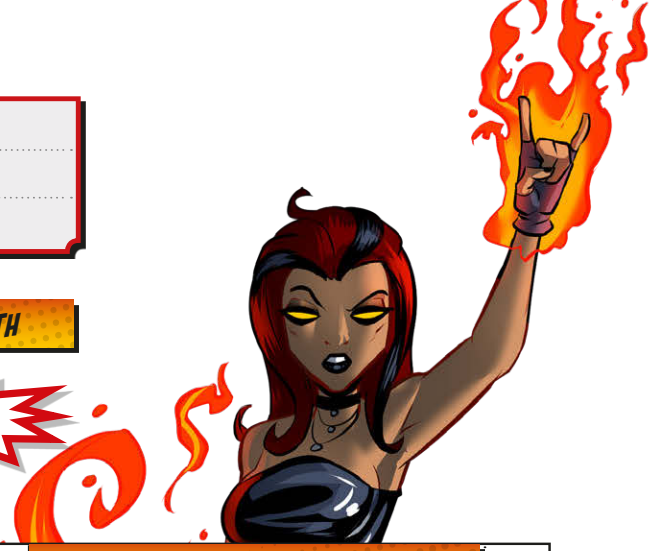
After Wager Master granted him more power, Screech's vocal range vastly expanded, with shrill high notes that shatter glass and deep bass notes that shake stone when he drops to his lowest octave. When he really lets loose, a physical wall of sound knocks down the audience, doors, walls, and the occasional low-flying police helicopter.

BLISTER

ALIAS: Cinder Azarian
APPROACH: Focused
ARCHETYPE: Fragile

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
30	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Fire	12	Close Combat	8	Green: 30-23	10
Presence	8	Creativity	10	Yellow: 22-12	8
		Hot Licks	8	Red: 11-1	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Blazing Axe	A	Attack one target using Fire. Use your Max die. That target cannot Defend or use reactions against this Attack. Attack multiple other nearby targets using your Min die.
	Blistering Solo	A	Attack using Creativity. Then remove all bonuses from the target.
	Burning Melody	A	Hinder one target using Presence. Use your Max die. Attack that target using your Mid die.
	Sleep Now in the Fire	R	When Attacked with Fire, Recover that amount of Health instead of taking damage. When Hindered with Fire, Boost yourself instead.
	Stage Dive	I	Whenever your personal zone changes, you may immediately move elsewhere in the scene.
	U Quality Upgrade		Increase all of Blister's Qualities by one die size. (When using this upgrade, Blister has 20 additional Health.)
	M Master of Annihilation	I	If you can cause massive collateral damage without regard for casualties, automatically succeed at an Overcome where a show of overwhelming force can solve the problem.

Blister

Alias: Cinder Azarian
Gender: Female
Age: Early-20s
Height: 5' 0"
Eyes: Orange, frequently on fire
Hair: Red and black, frequently on fire
Skin: Light brown, frequently on fire
Build: Very thin. Frequently on fire
Costume/Equipment: Red tights, black tank top, gigantic boots with multiple buckles and zippers, mostly ornamental. She has a variety of guitars, mostly because she tends to light them on fire.
Approach: Focused
Archetype: Fragile



Biography

The daughter of a roadie, Cinder spent her life on tour. She learned a great deal about how to play from a wide variety of bands, demonstrating an aptitude for the guitar. This led to her discovering her powers one day when she was particularly in the groove and her guitar burst into flames where her fingers touched the strings; fire which quickly spread to the rest of the guitar and herself. In this moment, she learned several things. First, she learned that she was completely immune to fire, as was anything close to her skin. Second, she learned that playing a flaming guitar while immune to fire was AWESOME. Third and finally, she learned that guitars, unlike her, burned quite well. She would require a steady supply of guitars on her road to greatness. A band of people with powers looking for a guitarist was too good an opportunity to pass up.



Capabilities and Motivations

Cinder is by far the most musically adept member of Helfyre. She has a natural talent for music, enjoys playing the guitar, and has a desire to get better that drives her to constantly practice. She could easily be the heart of the team, but isn't interested in helping them get better. As far as Blister is concerned, the rest of Helfyre is mostly there to keep the crowd warmed up between her solos. She'd be happy if they got on her level... just as long as they do it on their own time and don't get in her way.

Upgrades

While Wager Master certainly increased Blister's control, her constant practice has allowed her to work on flashier, hotter, and more sustained applications of her fire. The most apparent is that she can keep her instruments from burning quite as fast, though she's never had one survive a solo. She's still a long way from the control she would need to stop a fire once it really got going, but that kind of mastery is potentially within her reach.

Deep Root

ALIAS: Silvio Thorne
APPROACH: Generalist
ARCHETYPE: Indomitable

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
65	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Constant	DIE TYPE
Awareness	6	Close Combat	6	Always	8
Plants	10	Imposing	10		
Strength	8	Self-Discipline	8		
Swinging	8	Steady Rhythm	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Bark Shield	R	When an ally is Attacked, Defend them by rolling your single Plants die. Boost yourself by that amount.
	Can't Stop the Beatdown	A	Attack using Swinging. Either Hinder that target using Max, or Defend yourself using Min and you and that target end up elsewhere in the scene.
	Photosynthestrike	A	Attack using Close Combat. Use your Max die. Recover Health equal to your Min die.
	Plant Life of the Party	I	Reduce damage dealt to you by 2.
	Writhing Flora	A	Hinder multiple nearby targets using Plants. Boost yourself using your Max die.
	U With Ferns Like These…	I	When you take an action that lets you make an Attack, also make an Attack using your Mid die. (When using this upgrade, Deep Root has 20 additional Health.)
	M Master of Enforced Order	I	If you have complete control over your immediate surroundings, automatically succeed in an Overcome to organize rabble to accomplish a task.

Deeproot

Alias: Silvio Thorne
Gender: Male
Age: Early-30s
Height: 6' 8"
Eyes: Glowing Green
Hair: Long, green, and greasy, with a mustache that just won't quit
Skin: grayish green
Build: Heavily muscled
Costume/Equipment: Black shirt, grey jeans, combat boots. Usually has a few vines twining around him.
Approach: Generalist
Archetype: Indomitable

Biography

If anyone bothered to ask Silvio about his life, he could tell them how his mother and father met at the Italian embassy in New Delhi. He could talk about how the ambassador's daughter fell madly in love with the attaché for the Field Marshal of the Indian Army, and how they married in Rome with the pope himself blessing their union. He could talk about the trip to Tanzania that took their lives, and how he swam against the current of the Kalambo river after the crash only to go over the falls. He could talk about how he came to on a riverbank, covered in mud and wrapped in vines. He could talk about the years he spent communing with plants as the legendary plant man of Tanganyika valley, or the sea captain who took the feral boy in. He could talk about the happy years on the fishing boat, the terrible storm that ended them, or the days he spent sustained by the sun, clutching a raft of kelp. He could talk about drifting ashore in Hawaii, taking shelter at a concert, or the roadies that mistook him for a stage hand and invited him to the afterparty. He could talk about learning bass from Lemmy Kilmister, Robert Trujillo, and Geddy Lee.



Capabilities and Motivations

Deeproot can play a mean bass line as well as grow and control plants, though those are the least important things he does for the band. He breaks up fights between members, keeps the fridge stocked with the right kind of beer, throws out pizza boxes, and knows how to get the Thai place to break out real spices for Snare's order. He's the glue that holds the band together, and like his name implies, there is a lot more to him beneath the surface.

Upgrades

Deeproot's control over plants, as well as his range, has only grown over time. Now he can make them stronger, force them to rapidly grow, and even revive dead plants. As his connection with nature deepens, he learns more and more about the interconnection of all things.

Snare

ALIAS: Lilith Black
APPROACH: Dampening
ARCHETYPE: Inhibitor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH 55

CURRENT HEALTH



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Drum Throne	8	Conviction	10	3+ Heroes with Penalties	10
Energy Shields	10	Insight	8	1-2 Heroes with Penalties	8
Sonic	8	Magical Lore	8	0 Heroes with Penalties	6
		Percussionist	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Drive the Beat Home	R	When a nearby hero that you can see invokes a twist, roll your Sonic die as a Hinder against them.
	Encapsulate	A	Hinder multiple targets using Energy Shields. While a hero has this penalty, reduce all their power dice by one size.
	Resonant Shield	R	When Attacked by someone with a penalty you created, Defend by rolling your single status die, and the attacker also suffers that much damage.
	Switch Up the Timing	A	Select a nearby target. Either turn all bonuses on that target to equivalent penalties, or move a penalty from that target to another target that you can see.
	U Impenetrable Shield	I	You cannot be damaged by anyone except yourself until the defense shield is destroyed. The defense shield has 40 Health, or can be deactivated with three Overcome successes. ☐☐☐ If a hero takes a minor twist working on the shield, you can make an Attack as a reaction by rolling your single Sonic die.
	U Double Down	A	Overcome using Energy Shields. Use your Max die. On a success, remove one success from the deactivating challenge. Alternatively, instead of an Overcome, use the Max die to Recover that much of the defense shield's Health. This ability cannot be used if the defense shield has been completely removed.
	M Master of Enforced Order	I	If you have complete control over your immediate surroundings, automatically succeed in an Overcome to organize rabble to accomplish a task.

Snare

Alias: Lilith Black
Gender: Female
Age: Early-20s
Height: 6'5" (in chair)
Eyes: Glowing Red
Hair: Black and glossy
Skin: Flawless
Build: Slight
Costume/Equipment: A Giger-esque floating black mobility chair decked out with spikes and skulls. When exercising her powers, a translucent red shield springs up around the chair, with translucent red drums inside it.
Approach: Dampening
Archetype: Inhibitor



Biography

Lilith Black loved being behind the drum set. No one looked at her legs, no one told her to "stay positive" and no one signed her up for risky experiments "so that she could be a normal daughter." The final one was the shadiest, giving her a hoverchair in exchange for permission to try an experimental cocktail at their private clinic. As the anesthesia began to take hold and the glowing purple chemicals flooded into her spinal cord, she overheard the doctor telling someone that he had the data he needed, and that the disposal team could get rid of the evidence. Fighting free of the sedatives, she reached out in rage and something in her mind reached with her. She saw a bubble of red energy surround the doctor, the sound of drums as he pounded at the resonant walls with his fists. She got into her hoverchair and floated out of the place, encasing anyone that tried to stop her. She had the power now, and was done being poked.



Capabilities and Motivations

Snare's shields are an extremely versatile form of telekinesis. She can encase people or objects, shape the shields, and control the sounds that they emit when struck. When she focuses fully on them, they are practically unbreakable. When Drudge made them a more marketable band, Snare became the driving force behind Helfyre's musical and fighting cohesion, constantly working to balance the competing egos and keep the band moving to her beat on and off the stage.

Upgrades

Snare is all-in for Helfyre, and could become their leader given a bit more time. She's got a talent for organization, a relentless internal drive, and a bottomless well of rage at the fundamental unfairness of the world. The dark and mysterious Drudge has her intrigued by his stories of magic and smoldering eyes in equal measure, and she's looking forward to learning more about both.

Drudge

ALIAS: Jasper Felwind
APPROACH: Leech
ARCHETYPE: Loner

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH 45 | **CURRENT HEALTH**



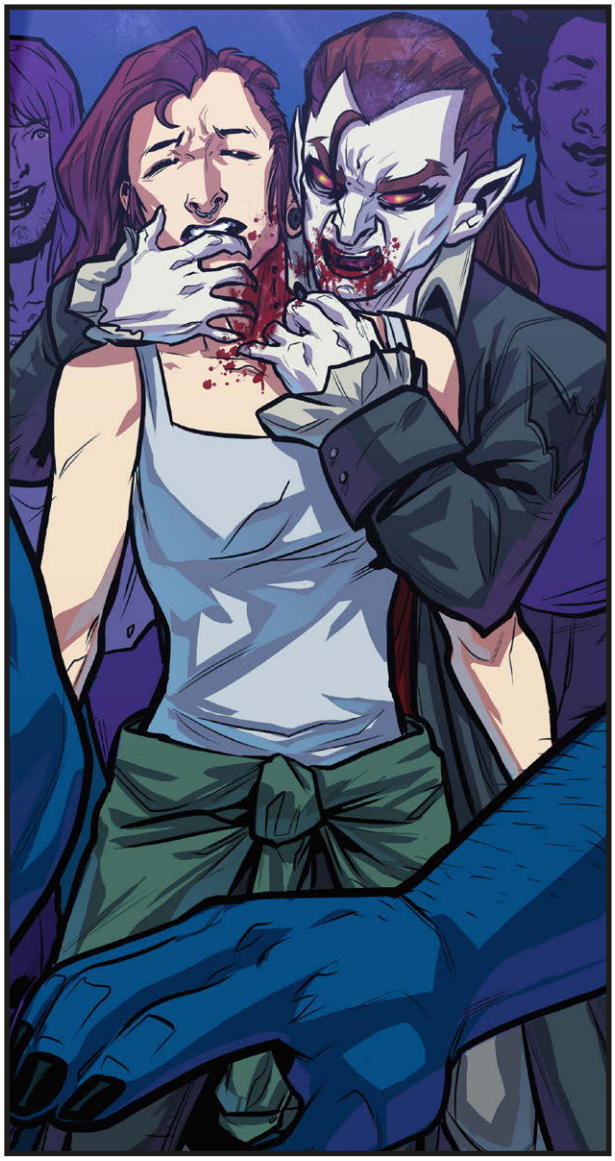
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Other Villains	DIE TYPE
Infernal	10	Alertness	8	0 Other Villains in the Scene	10
Presence	8	Blood Sucking Fiend	8	1-2 Other Villains in the Scene	8
Vitality	6	Close Combat	8	3+ Other Villains in the Scene	6
		Persuasion	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Consume their Lifeforce	A	Hinder multiple targets using Infernal. Recover Health equal to the number of targets Hindered this way.
	Enthralling Target	R	When Attacked, Defend yourself by rolling your single Presence die. If this negates the Attack entirely, Hinder that target and Boost yourself with that same die roll.
	Feast on the Living	A	Attack using Close Combat. Use your Max die. Hinder that target with your Mid die. Recover Health equal to your Min die.
	Immortal Form	R	When you would be Hindered or when an Attack would reduce you to 0 Health, reduce the penalty to -1 or reduce that damage to 1.
	U Vampiric Aura	I	While the scene is in the Green zone, all heroes' quality dice at 8 or above are reduced one size. In the Yellow zone, all heroes' quality dice at 10 or above are reduced two die sizes. In the Red zone, all heroes' quality dice are treated as if they are 4. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, the hero must lose access to a quality entirely until this ability is removed. If a hero is knocked out while this ability is active, you may create a new minion using the hero's highest power die to represent the controlled version of that hero. (When using this upgrade, Drudge has 10 additional Health.)
	M Master of Mysticism	I	If you have access to proper materials, automatically succeed at an Overcome in a situation involving harnessing magical forces.

Drudge

Alias: "Jasper Felwind"
Gender: Male
Age: Unknown, looks in his mid-20s
Height: 6'
Eyes: Smoldering
Hair: An exquisite red mane
Skin: Pale, only glitters when using glitter makeup
Build: Fashionably slender
Costume/Equipment: A broadcloth topcoat over velvet vest and open shirt with lace cuffs. Often stained with fake blood, as that is much easier to get out of fabric than real blood. Trousers that are a bit too tight. Pointed ears, claws, and fangs (usually displayed in a smirk).
Approach: Leech
Archetype: Loner



Biography

As a child, "Jasper Felwind" (he admits to no other name) grew up listening to his grandmother's stories of her youth in Romania. She told of the yearly lottery festival where one person became royalty for one year. Stories of how everyone knew to lay salt across the windowsill on festival night and close their ears as the Royal Ladies of the Court of Blood came to collect the previous festival ruler. As a young man seeking immortality and riches, he sought out the village, taking the place of that year's king so he could bargain with the Court to join them. He soon learned his folly. After years of washing the Court's halls, he decided that staying in the Court as a laborer and source of food wasn't worth it. Scrubbing his face raw to remove Katarina's blood sigils of ownership, he vanished into the night to seek his fortune away from the Court.



Capabilities and Motivations

Drudge has all the speed and strength of a vampire, as well as their ability to enthrall, but his greatest strength is in manipulation. He wants to live an immortal life of luxury, and he knows that if the Court of Blood ever finds him, they will either kill him outright or bind him into a truly inescapable slavery. He's got mesmerizing skills, cunning, and an eye for flair, all of which he uses to try and make himself indispensable to the band's success.

Upgrades

Drudge has barely begun to explore the limits of the effects his mesmerizing presence can have. He has barely scratched the surface of Blood Magic, but he knows it is vital to know more so that he stands a chance at surviving long term, especially if the Court comes calling. He's aware of Snare's interest, and is quite willing to encourage it — an admirer who can create impenetrable shields sounds good to him.

Perestroika



Recovering the Past

While the world was recovering from the OblivAeon Event, the man known as Proletariat wandered Russia, trying to chart a new path for himself. Years of fighting for the ideals of a nation that no longer existed left the super-soldier with no place in this world. He searched old Soviet buildings, hoping to find motivation in the investigation of the culture that had created him. His travels brought him to an abandoned facility built to research the same crystal that had created him, but radiation there caused him to duplicate rapidly and uncontrollably, his mind reducing with each duplication. The crystal was apparently still here, and its radiation had restarted the reactor, building towards a meltdown! Worse still, the hero Fanatic was drawn to the disturbance. Still in mourning over the loss of her fellow hero Ra, she let loose her rage upon the hordes of Proletariats, inadvertently creating more twisted clones with each swing of her dark sword. It was only through the intervention of the Freedom Five that Alexandr was reformed and disaster was averted. Despondent and further embittered, he continued his search.

After months of fruitlessly searching, Alexandr found a secret door to a heavily reinforced bunker in a decommissioned missile silo. Inside, was a single steel cylinder, slightly smaller than a coffin. Opening the cylinder, he found himself face to face with Joseph Stalin, or at least some of the face. One eye was missing and a visible half of the brain was machinery, suspended in a glowing blue liquid. As Alexandr's breath caught in his throat, machinery whirred to life, covering the exposed brain with a metal plate, and replaced the missing eye with a red lens. After a brief whir of activity, the single eye opened and the red lens lit from within. Recessed panels in the wall opened and robotic assembler arms swiftly built a mismatched body. When it was complete, the liquid in the tank drained and the head began to speak. It addressed Alexandr by name and spoke of authorizing the project that had created him. The manipulators raised the head high and placed it on the new body. The voice of Stalin spoke of Soviet scientists who failed to save his body but kept his mind alive. He spoke of the order from the Kremlin that had forced him into hibernation as his successor shut down the project, but how he erased the existence of his bunker from the records before they could destroy him. It claimed to remember being Joseph Stalin. Now, he would be known as Mecha-Stalin, and he would not rest until the Soviet Union was restored. He offered Proletariat a role in the restoration. He gave him purpose.

Consolidation

Together, Proletariat and Mecha-Stalin collected allies. Mecha-Stalin had unlimited access to archived Soviet secrets and retrieved sleeper agent activation codes, which he began to transmit around the world. Only one agent responded: Pavel Vladislavovich Koslovski, the last survivor of the elite covert team that had gone to ground with the order to keep ready until called. Though old, he was dedicated and gave his sniping skills to the cause. Mecha-Stalin also drew in a new firebrand of an ally: Barrikada Dmitriyevna Petrov, daughter of the infamous Iron Curtain. Mecha-Stalin gave the angry young woman a cause to live for, and more importantly, to fight for. He knew just how to appeal to her desire for a challenge. Now together, these powerful allies formed the core of Perestroika, a team dedicated to bringing back a new Soviet Union.

Cold War

Perestroika began their first plot in the United States city of Megalopolis. The reconstruction after OblivAeon had left many people dispossessed, and Mecha-Stalin recruited those who felt that they had been abandoned. Knowing that he would need more than a mob, Mecha-Stalin used every resource at his command and steadily accrued followers and technology in a hidden base beneath the city, waiting for the right time to strike.

After weeks of inciting crime waves to destabilize the city, laying the groundwork for Perestroika to emerge as a stabilizing savior, Mecha-Stalin's plans were cut short by the Sentinels of Freedom. Rushed into conflict, he made a desperate push to establish a power base, but the forces at his disposal were not up to the task of stopping the heroes. In the end, Mecha-Stalin put his ramshackle body on the line alongside Perestroika as the heroes stormed his base. When he was defeated, he chose to destroy himself and the base rather than surrender.

New Soviet Era

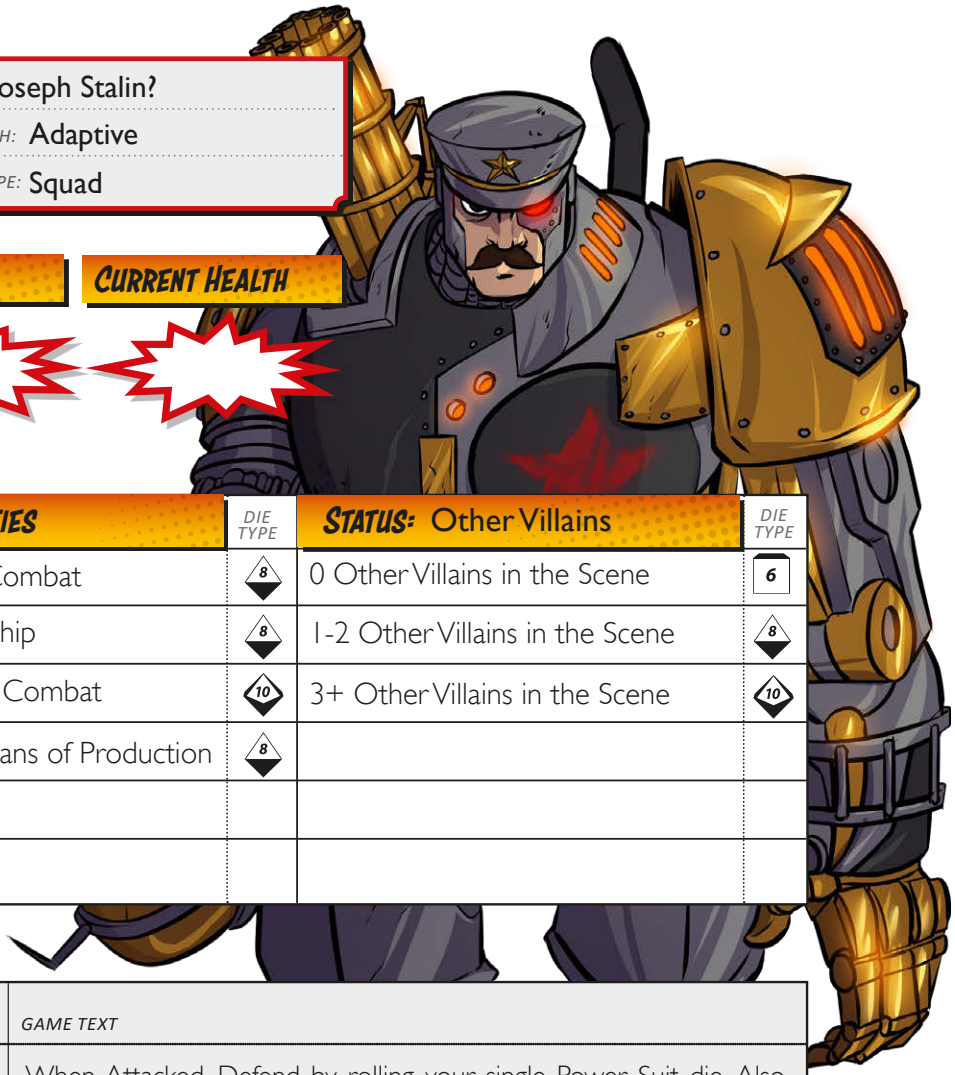
Months later, Mecha-Stalin reappeared in Russia with an upgraded body, access to incredibly advanced technology, and a new base established in Siberia. After freeing and recovering the other members of Perestroika, they began to launch raids around Russia to begin their great mission once more. With seemingly unlimited access to funding and equipment, Perestroika is now positioned as one of the biggest threats in the world!

MECHA STALIN 1

ALIAS: Joseph Stalin?
APPROACH: Adaptive
ARCHETYPE: Squad

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
40	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Other Villains	DIE TYPE
Flamethrower	8	Close Combat	8	0 Other Villains in the Scene	6
Power Suit	10	Leadership	8	1-2 Other Villains in the Scene	8
Presence	6	Ranged Combat	10	3+ Other Villains in the Scene	10
Strength	8	The Means of Production	8		

ABILITIES

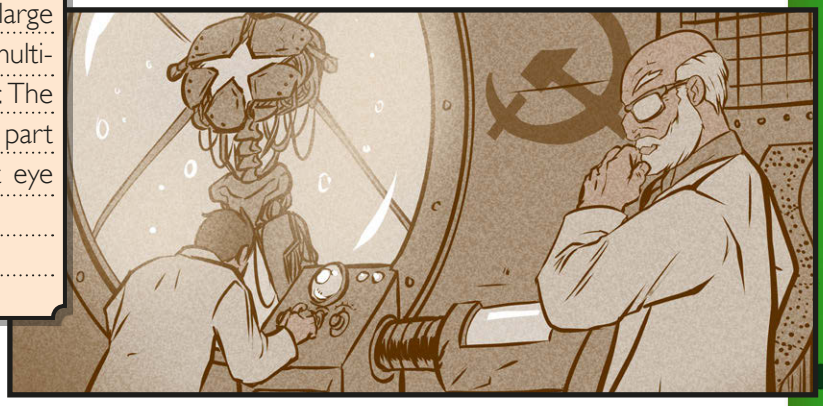
ICON	NAME	TYPE	GAME TEXT
	Hardened by Opposition	R	When Attacked, Defend by rolling your single Power Suit die. Also Boost yourself with the result of that die.
	No Invincible Armies	A	Attack using Ranged Combat. Use your Max die. Defend all nearby allies with your Mid+Min dice until the start of your next turn.
	Not One Step Back!	A	Take 6 irreducible damage. Increase all your powers by one die size each until the end of the scene.
	Soviet Bloc	I	Increase damage you deal by the number of nearby non-minion allies.
	The New Soviet Power	A	Boost using Presence and use your Max die. Attack with your Mid die. Defend with your Min die.
	U Red Army	A	Replenish your Soviet Soldiers minions up to the number of heroes.
	M Master of Conquest	I	As long as you are in command of your own forces, automatically succeed at an Overcome involving seizing an area or capturing civilians.

Mecha Stalin 1

Alias: Joseph Stalin?
Gender: Male
Age: If he is the original: 142 years. Possibly some type of newer creation.
Height: 7'3"
Eyes: One brown, one red lens
Hair: Brown
Skin: A patchwork of flesh, steel, and brass.
Build: Hulking
Costume/Equipment: A mechanical suit made of a hodgepodge of technologies and materials, including iron, steel, and brass. Right arm mounts a flamethrower, and the left shoulder has a large radiator for getting rid of waste heat. A multi-barrel cannon juts above the right shoulder. The head is the only organic part, with the left part of the cranium replaced with steel and left eye replaced with a glowing lens
Approach: Adaptive
Archetype: Squad

Biography

Mecha-Stalin's exact nature is unclear. Theories range from him being a Cold War attempt to clone Stalin, to a robot, to the actual Stalin's head, cut from his aging body and preserved through Soviet science. With all the memories of the original, the members of Perestroika certainly believed in his authenticity. He masterminded the rise of Perestroika, assembled the members and set forth the goal of creating a new Soviet Union. With immense resources and a substantial force of well-trained troops, Mecha-Stalin came close to taking over Megalopolis and turning it into a power base, but was destroyed along with Perestroika's hidden base in a conflict with the Sentinels of Freedom when he engaged the base's self-destruct. Though the rest of Perestroika were taken into custody, Mecha-Stalin's destruction leaves many questions unanswered.





Capabilities and Motivations

Mecha-Stalin's body may have been a patchwork amalgam of technology, but it was still extremely dangerous and deceptively durable. The multiple redundancies and lack of needing to protect a pilot meant that the suit could pack more armor, pound for pound, than the Bunker suit, and could take more hits in close combat. This let Mecha-Stalin utilize his flamethrower and crushing hand to full effect, and if things got too intense, he fell back behind his allies to provide fire support with his autocannon. His mechanical body was arguably the least dangerous aspect, however, as his technologically enhanced brain had all of Stalin's memories and ability to create a cult of personality, as well as the strategic wherewithal to create a multi-layered long-term plan for domination.

Upgrades

Mecha-Stalin has ports for offensive and defensive upgrades, but discovery of the base precluded such upgrades. As a result, Mecha-Stalin's body was hastily assembled and poorly charged. Weaponry like missile pods would make the suit more offensively capable, and an increase in available energy would substantially increase the speed, dexterity, and strength.

MECHA STALIN 2

ALIAS: Joseph Stalin?
APPROACH: Adaptive
ARCHETYPE: Bruiser

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
55	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Nuclear	6	Close Combat	10	Green Zone: 55-38	6
Power Suit	10	Conviction	8	Yellow Zone: 37-17	8
Presence	8	Leadership	8	Red Zone: 16-1	10
Strength	8	Soviet of Steel	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	No Man - No Problem	A	Lower two of your powers by one die size each. Increase one of your other powers to 12. Then take a basic action using that power.
	Show My True Strength	I	On your turn, whenever you Attack a target you haven't dealt damage to yet this scene, also Boost yourself using your Max die.
	Soviet Block	R	When a nearby ally would be Attacked, you may become the target of that Attack instead. You may use this reaction any number of times in a round by taking 1 irreducible damage for each time past the first.
	Steel Gloves	A	Attack using Strength. If you are Green status, use your Max die. If you are Yellow status, use the Max+Min dice. If you are Red status, use Max+Min against one target and Mid against another.
	The New Soviet Power	A	Boost using Presence and use your Max die. Attack with your Mid die. Defend with your Min die.
	U New Soviet Hover-Tank		Mecha-Stalin has the use of cutting-edge military technology, including a 10 hover-tank lieutenant with the Sturdy, Bombard, and Minion Deployment abilities from page 236. (When using this upgrade, Mecha-Stalin has 15 additional Health.)
	M Master of Superiority	I	As long as you are manifesting effects related to a power you have at 12 automatically succeed at an Overcome involving usage of those powers.

Mecha Stalin 2

Alias: Joseph Stalin?
Gender: Male
Age: If he is the original: 142 years. Possibly some type of newer creation.
Height: 6' 5"
Eyes: One brown, one red lens
Hair: Brown mustache, metal hat covering his head
Skin: Pale/metal
Build: Sturdy and metallic
Costume/Equipment: Mecha-Stalin's new body is considerably more streamlined than the previous version. It has no visible weapons, and is composed of golden and silver high-tech alloys over steel muscles and an internal nuclear reactor. He wears a military topcoat and cap in the old Soviet style.
Approach: Adaptive
Archetype: Bruiser



Biography

Months after his apparent death, Mecha-Stalin reappeared in Siberia in a new body and with a new complement of followers. Abandoning his plans to take over America, Mecha-Stalin has vowed to reunite the nations of the former Soviet Union. He has found or is being supplied with cutting edge military technology and has substantial forces at his disposal with which he launches strikes from a hidden base somewhere in Siberia. Making the rescue of his comrades his first priority, Mecha-Stalin has freed the other members of Perestroika and outfitted them with customized tech that enhances their already considerable abilities. The debate about his origins remains unresolved, as does the question of whether or not this is the same head, or just a copy of a copy.



Capabilities and Motivations

Mecha-Stalin's stated mission is to reunite the Soviet Union, but he is also looking to the future and looking for opportunities to destabilize other countries to make them softer targets for takeover. The new body is even more deadly than the last in close quarters action, able to tear through steel like paper and shrug off attacks with ease. Internal hardpoints and manufacturing modules render his form capable of creating a wide variety of field upgrades, repairs, and modifications, and the smaller size and increased dexterity allow for Mecha-Stalin to even wield conventional weapons if needed. He has also demonstrated a willingness to take hits for his comrades, making them all the more willing to fight for him.

Upgrades

While the suit has no apparent weaponry, this does not mean that it is unarmed. It is extremely likely that the suit hides a variety of heavy weapons, and the reactor itself outputs enough power that excess energy could be theoretically used as a last-ditch weapon. He commands his troops on the field from a customized hover tank, though once battle begins he often joins the fray while the tank supports with heavy artillery linked to his on-board targeting systems.

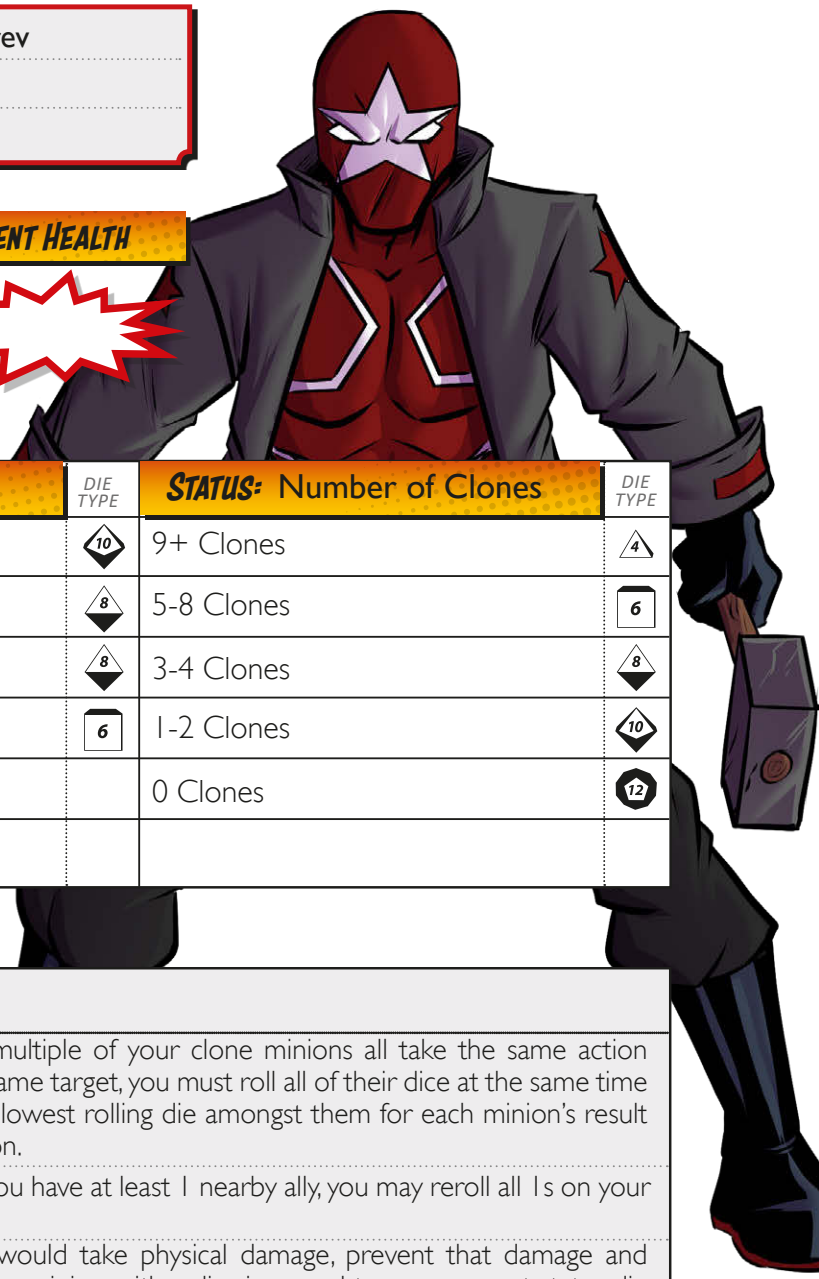
PROLETARIAT

ALIAS: Alexandr Tsarev
APPROACH: Tactician
ARCHETYPE: Legion

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH 35

CURRENT HEALTH



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Number of Clones	DIE TYPE
Awareness	6	Close Combat	10	9+ Clones	4
Sickle and Hammer	8	Cold Warrior	8	5-8 Clones	6
Strength	6	Conviction	8	3-4 Clones	8
Vitality	8	Self-Discipline	6	1-2 Clones	10
				0 Clones	12

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Coordination Issues	A	Whenever multiple of your clone minions all take the same action against the same target, you must roll all of their dice at the same time and use the lowest rolling die amongst them for each minion's result on that action.
	Everyman's Strength	I	As long as you have at least 1 nearby ally, you may reroll all 1s on your dice.
	Join in the Struggle	R	When you would take physical damage, prevent that damage and create a clone minion with a die size equal to your current status die (including the newly made minion). You may use this reaction more than once a round, but each time you use this reaction after the first time, you take 1 irreducible damage.
	Overwhelm the Mighty	A	Attack using Close Combat and use your Max die. Add 1 to the Attack for each other ally that Attacked that target since your last turn.
	Quantity's Quality	I	Whenever a clone minion larger than a 4 rolls a save against physical damage, if its save is successful, it splits into two dice of one smaller size instead of being reduced a die size, and you take 1 irreducible damage. If it fails its save, the minion is only reduced one die size, rather than being destroyed.
	U Power Upgrade		Increase all of Proletariat's power dice by one size. (When using this upgrade, Proletariat has 20 additional Health.)
	M Master of Superiority	I	As long as you are in command of your own forces, automatically succeed at an Overcome involving seizing an area or capturing civilians.

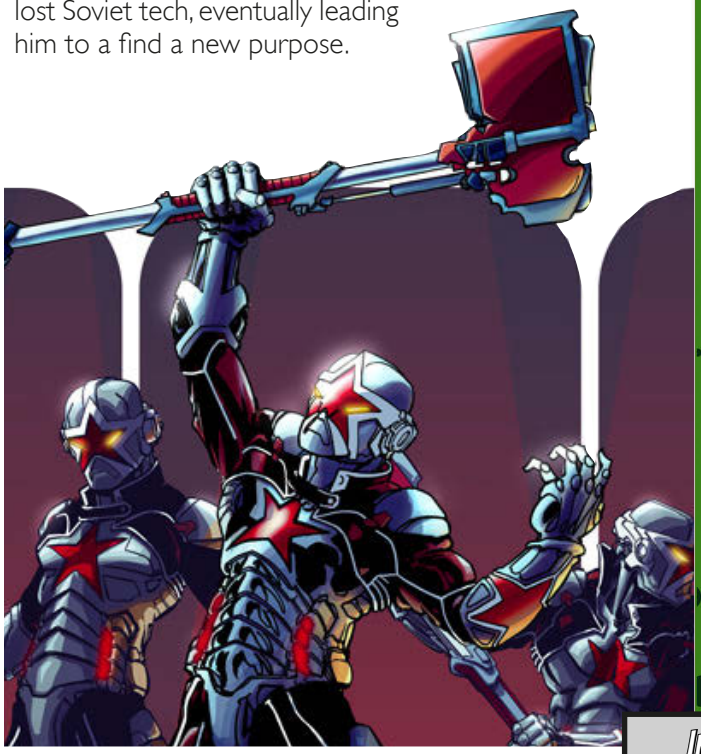
Proletariat

Alias: Alexandr Tsarev
Gender: Male
Age: Late-30s
Height: 5'9"
Eyes: Brown
Hair: Black
Skin: Pale
Build: Stocky
Costume/Equipment: Red bodysuit with white piping and red mask with a white star on the face. Olive drab combat pants with a black leather belt with silver buckle and black combat boots. Short grey high-collared jacket with red stars on the arms.Black combat gloves. Proletariat wields a short handled sledgehammer and sickle.
Approach: Tactician
Archetype: Legion



Biography

At the end of WWII, Alexandr Tsarev was selected as a test subject for a secret Soviet program. Exposed to radiation from a mysterious crystal, he developed the power to duplicate himself. He was cryogenically frozen, to later serve in the Soviet Union's hour of greatest need. Decades later, Baron Blade discovered the lost facility and thawed him out, tricking him into thinking the Freedom Five were enemies in his quest for vengeance. Proletariat clashed with heroes as he looked for ways to continue his mission and investigate other lost Soviet tech, eventually leading him to a find a new purpose.



Capabilities and Motivations

Proletariat is capable of duplicating himself on contact and can absorb his duplicates to heal physical wounds. His consciousness is distributed across his duplicates, so there is no "main" Proletariat. Each duplicate acts independently, knowing everything each Proletariat knows. However, with more copies comes more mental burden, reducing the complexity of tasks each one can do. What drives him is the struggle for something bigger than himself. Something like Perestroika gave him. A restored Soviet Union is less important to him than the act of fighting for something. After all, if it happened, he'd be without purpose again.

Upgrades

With his new cutting edge technology, Mecha-Stalin outfitted Proletariat with power armor designed to to work with his duplication, allowing him to hit harder and take more damage.

IRON CURTAIN

SENTINEL COMICS THE ROLEPLAYING GAME

ALIAS: Barrikada Dmitriyevna Petrov
APPROACH: Prideful
ARCHETYPE: Guerilla



HEALTH	CURRENT HEALTH
65	

POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Engaged Opponents	DIE TYPE
Leaping	8	Close Combat	10	4+ Engaged Opponents	10
Presence	10	Conviction	10	2-3 Engaged Opponents	8
Strength	10	History	8	0-1 Engaged Opponents	6
Vitality	10	Imposing	8		
		Iron Heir	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Iron Focus	A	Attack one target using Close Combat. Use your Max+Min dice. Defend against all Attacks against you by all other targets until the start of your next turn with your Mid die.
	Metal Skin	I	Reduce all damage dealt to you by 2.
	Seeing Red	I	At the start of your turn, gain a bonus equal to the number of opponents that Attacked you since your last turn.
	The Curtain Sweep	A	Attack multiple close targets using Strength. Hinder each target using your Min die.
	U Quality Upgrade		Increase all of Iron Curtain's quality dice by one size, except for Iron Heir. (When using this upgrade, Iron Curtain has 20 additional Health.)
	M Master of Annihilation	I	If you can cause massive collateral damage without regard for casualties, automatically succeed at an Overcome where a show of overwhelming force can solve the problem.

Iron Curtain

Alias: Barrikada Dmitriyevna Petrov
Gender: Female
Age: Early-20s
Height: 6'2"
Eyes: White
Hair: dark grey, metallic
Skin: Silver, metallic
Build: Very Muscular
Costume/Equipment: A red unitard, gloves, and knee-high boots. Red bands around thighs and upper arms, and a red star on each shoulder.
Approach: Prideful
Archetype: Guerrilla



Biography

Barrikada is the second to bear the name "Iron Curtain." Her father was the first, frequently clashing with previous Legacies during the Cold War. As the Soviet Union crumbled, Barrikada witnessed her father's spiral into depression and alcoholism as he could not adapt to the changing world. He died a broken man, but tried to put his angry daughter on a better path with his dying words. Those words fell on deaf ears. Mecha-Stalin's message of a cause to fight for as well as a promise of strong foes to test herself against proved irresistible. After Perestroika's defeat at the hands of the Sentinels of Freedom, Iron Curtain is eager for a rematch!



Capabilities and Motivations

Iron Curtain's metal flesh is both a blessing and a curse. Where her father could transition to metal and back at will, her skin is always metallic. This grants her immense strength and durability, allowing her to fight against powerhouses like Legacy on equal footing, but greatly reduces her sense of touch and taste. While she can register heat and cold, she is immune to all but the most extreme ranges. Seeking to experience sensations and break the numbness, she is most at home in the middle of a fight against an opponent who can test her enough to finally make her feel something.

Upgrades

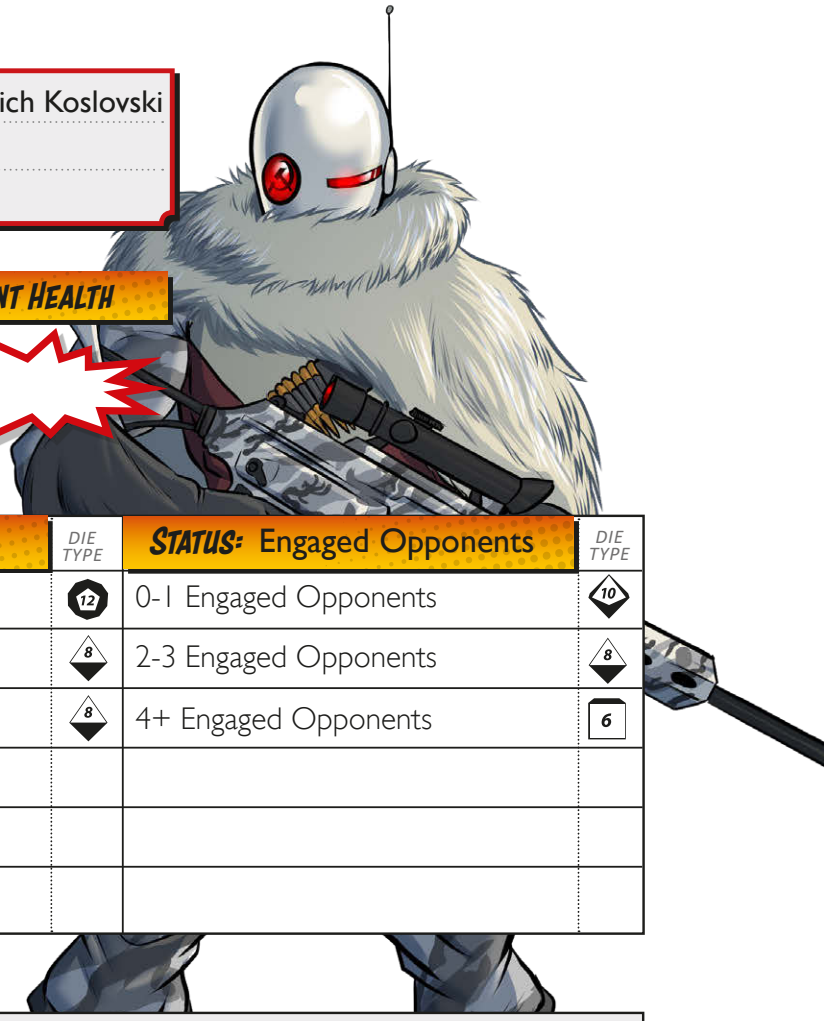
Taking advantage of Iron Curtain's resilience, Mecha-Stalin has used the technology at his disposal to create an electrified exoskeleton that makes her even more dangerous in close combat. With Iron Curtain's formidable strength and durability, this electric field ensures that she can last even longer and do even more damage. While she isn't immune to the electricity it produces, she welcomes the added spice it brings to the fight.

MARXMAN

ALIAS: Pavel Vladislavovich Koslovski
APPROACH: Specialized
ARCHETYPE: Predator

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
55	



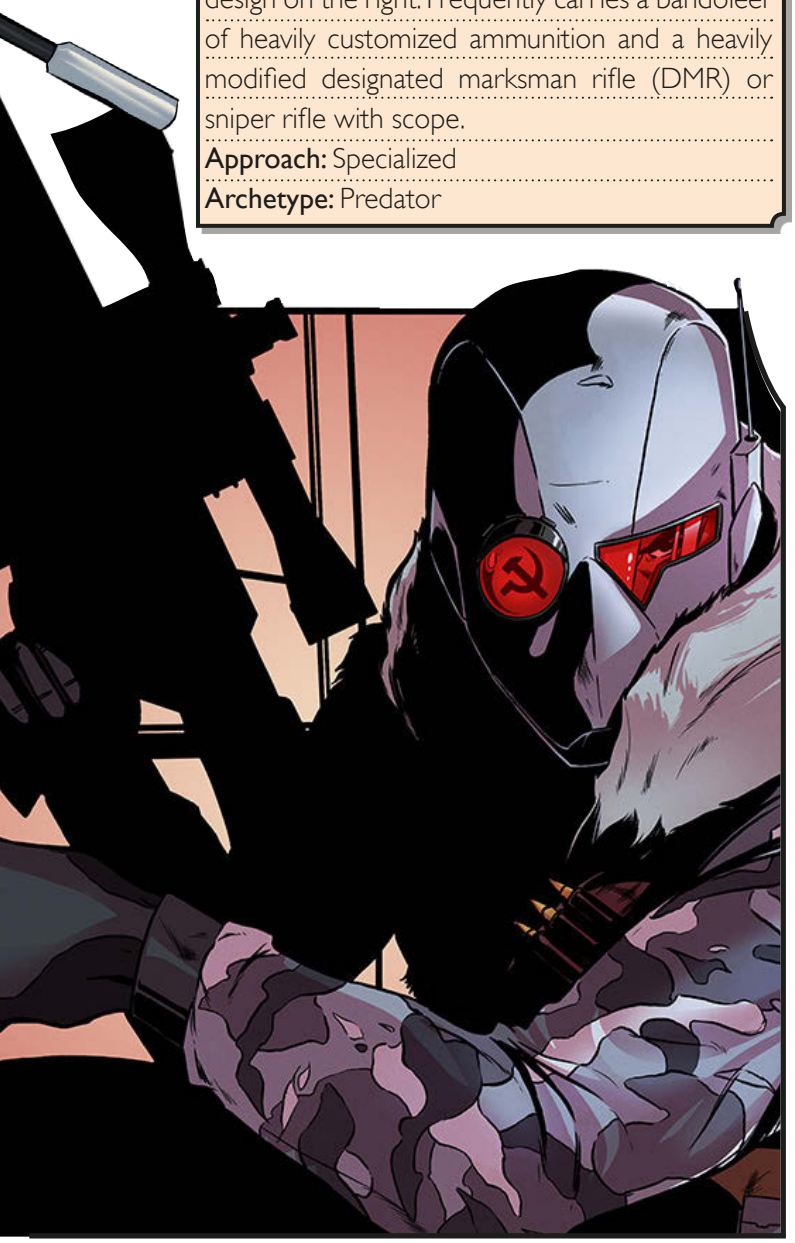
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Engaged Opponents	DIE TYPE
Custom Sniper Rifle	10	Ranged Combat	12	0-1 Engaged Opponents	10
Intuition	8	Reactivated	8	2-3 Engaged Opponents	8
		Stealth	8	4+ Engaged Opponents	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Chosen Prey	I	Whenever you Attack a target that you have dealt damage to at least once already in this scene, gain a +1 persistent and exclusive bonus against that target.
	Deep Cover	R	Defend against an Attack where you're the only target by rolling your single Stealth die. One other nearby target takes an amount of damage equal to the damage reduced.
	Patient Study	A	Boost yourself using Stealth. Use your Max die. That bonus is persistent and exclusive. Defend yourself using your Mid die against all Attacks until the start of your next turn.
	Perfect Shot	A	Attack one target using Ranged Combat and use your Max+Min dice. That target cannot Defend or use reactions against this attack.
	Unaware Quarry	I	Double any bonuses or penalties of your choice involved with taking action against a target that is unaware of your presence or distracted from remembering that you're still around.
	U Power Upgrade		Increase all of Marxman's power dice by one size. (When using this upgrade, Marxman has 20 additional Health.)
	M Master Behind the Curtain	I	As long as you are not directly involved in the fray and are using your influence indirectly, automatically succeed at an Overcome to manipulate a situation.

Marxman

Alias: Pavel Vladislavovich Koslovski
Gender: Male
Age: 97
Height: 5' 5"
Eyes: Blue
Hair: Bald with a grey beard
Skin: Pale, wrinkled, and spotted
Build: Excellent for his age
Costume/Equipment: A grey and rust-red body suit with white fur shawl around the neck and left shoulder. White and grey camo combat pants. Dark grey gloves and boots. Often wears a white metal helmet with a rectangular red eye slit on the left and a round one with the hammer and sickle design on the right. Frequently carries a bandoleer of heavily customized ammunition and a heavily modified designated marksman rifle (DMR) or sniper rifle with scope.
Approach: Specialized
Archetype: Predator



Biography

Pavel was in Stalingrad at age 17 when the Nazis invaded. The [redacted] factory where his parents worked [redacted], and after their death he joined [redacted] Unit 23. After the [redacted] in Stalingrad, he was [redacted] the Eastern Front including [redacted] to [redacted] in advance of [redacted]. He was [redacted] for the NKVD's [redacted] to eliminate [redacted] disru[redacted] A [redacted] and assassinate f[redacted] studying [redacted]. In 1950, the NKVD established a [redacted] by order of [redacted]. He was embedded in [redacted], Bolivia, ordered to [redacted] until activated.

Activations:
Apr. 15, 1951: [redacted] | Nuclear testing site 5, Nevada
June 26, 1951: [redacted] | The Pentagon, Arlington, VA
Mar. 18, 1952: [redacted] | CIA HQ Langley, VA
Nov. 22, 1963 [redacted] | Dallas, TX
Jun 23, 1967: [redacted] | Glassboro NJ | MISSION ABORT, authorization A. Kosygin



Capabilities and Motivations

Marxman might be considered history's greatest sniper, were his service records not thoroughly redacted. His talent for ballistic calculation honed by decades of practice allows him to make precise shots at extreme range. He stalks his targets for days, preparing his approach, retreat, and contingent positions. For him, the mission is all. Long ago, he made his choice to give his life to the Soviet Union. Mecha-Stalin's knowledge of his activation code gives him authority to command, and Marxman is ready to serve.

Upgrades

Mecha-Stalin knows that keeping Marxman out of direct fighting is paramount, so along with better weapons that extend his range, he wears a prototype exoskeleton under his fatigues that serves a variety of functions. It monitors his vitals, regulates his bodily functions, and augments his mobility.

Intro
Playing the Game
Creating Heroes
Moderating the Game
The Bullpen
Adventure Issues
The Archives
Appendices

Slaughterhouse Six



Seeking Six

The stunt actor turned hero-hunting villain known as Ambuscade failed more than a few times to take down the heroes on his own. In one of his attempts to get the upper hand, he hired a supporting cast. Glamour was the first. Every star needs a special effects team, and Glamour's illusions and misdirection suited the role admirably. RevoCorp, the one-stop shop for whatever your villainous needs might be, rounded out the rest of his new crew. Desert Eagle, the high-flying spotter, would tag targets and find weaknesses. Re-Volt, the electric enforcer, would control the crowds with his lightning. Ray Manta, the tech expert, would ensure that they had the right gadget for any situation. Magman, the gem-eating Magmarian, would be their heavy. Together they were the Slaughterhouse Six! Nothing could stand in their way!

This, of course, failed miserably. Realizing that a cliffhanger was better than a humiliating defeat, Ambuscade cloaked and left the rest of the team to take the fall, abandoning his quest for a chance at a sequel at a later time. The remainder of his crew were quickly defeated, though this was not the end of the Slaughterhouse Six. It would rise again as a new threat under Glamour's leadership… though no one would know that for some time.

Secret Sovereign

Aware that the other team members would resist her declaring that she was the new leader, Glamour used her powers of illusion, misdirection, and suggestion to create a figurehead. An illusory Ambuscade would issue her orders and draw the heat. They would focus on smaller, more lucrative crimes: theft, mercenary work, and the occasional assassination. If another major villain needed something done, they were available for hire. Whatever the work, they'd get paid well and avoid a fair fight. In short, doing it for the money was the new focus.

Mercenary work suited the Six, though they occasionally fell apart through backstabbing and infighting. As a group, they lacked a unifying ideology, so Glamour's hold on the others was entirely based on profit. If a job went sour, then they could be turned against one another. They also all had their own personal motives that would occasionally get in the way. Ray Manta saw conspiracies everywhere, Re-Volt kept stumbling into Setback or getting drawn away by RevoCorp jobs, Desert Eagle was in a quest to find the origin and power source of the hero called Haka, and Magman constantly needed to eat gemstones to survive the cold of the surface world. Even Glamour would get drawn off into her own plots, such as capturing and impersonating Tachyon, or investigating the mystic carnival left behind by a previous Glamour.

No illusion lasts forever, and eventually the team discovered that "Ambuscade" was just Glamour's creation. Though this caused some dissent, they were on a streak of successful work. After some bickering, they came around to her being the leader, at least in private. Having a sixth team member who wasn't actually there was pretty useful, and it saved them the trouble of figuring out a new name or recruiting a new member. They did, however, demand that the loot be split FIVE ways, as opposed to six, with Glamour secretly pocketing two shares.

Attrition eventually caused the dissolution of the original team. Re-Volt vanished in prison, carted off in the middle of the night by a squad of military scientists. Desert Eagle came up against a terrifying threat that sent him on a journey through cosmic darkness, leaving him senseless. Magman became too much of a hassle to keep fed, requiring a constant stream of gemstones vanishing into his maw, literally eating up their profits. Ray Manta grew more and more paranoid, eventually retreating to a shielded safe room where he could work without "them" seeing him.

Slaughterhouse Score

Glamour spent some time revising her look and dealing with the fallout of the OblivAeon event, then went looking to form a new team, this time with her as the leader without any catspaws. She found a new heavy bruiser in Eddie Wagner, the Hippo. Eddie suggested a magic-user he had worked with on previous heists. Glamour knew that having someone on the arcane side could fill a hole that the heroes had exploited before, so Kismet was offered a job and ultimately joined the team. Glamour found Re-Volt, shattered from military experiments, and convinced him that being a part of the team was better than being alone. Desert Eagle turned up alive, albeit changed from his passage through the darkness. Realizing that she could kill two birds with one stone, she eventually convinced Ray Manta to rejoin the team as their tech specialist, and he fixed Desert Eagle's shadow-altered eyes. Once his vision was fixed, Desert Eagle was back in the air. More united than ever before, the Slaughterhouse Six is once again open for business!

GLITCH

ALIAS: Aislin Allen
APPROACH: Disruptive
ARCHETYPE: Inhibitor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
50	



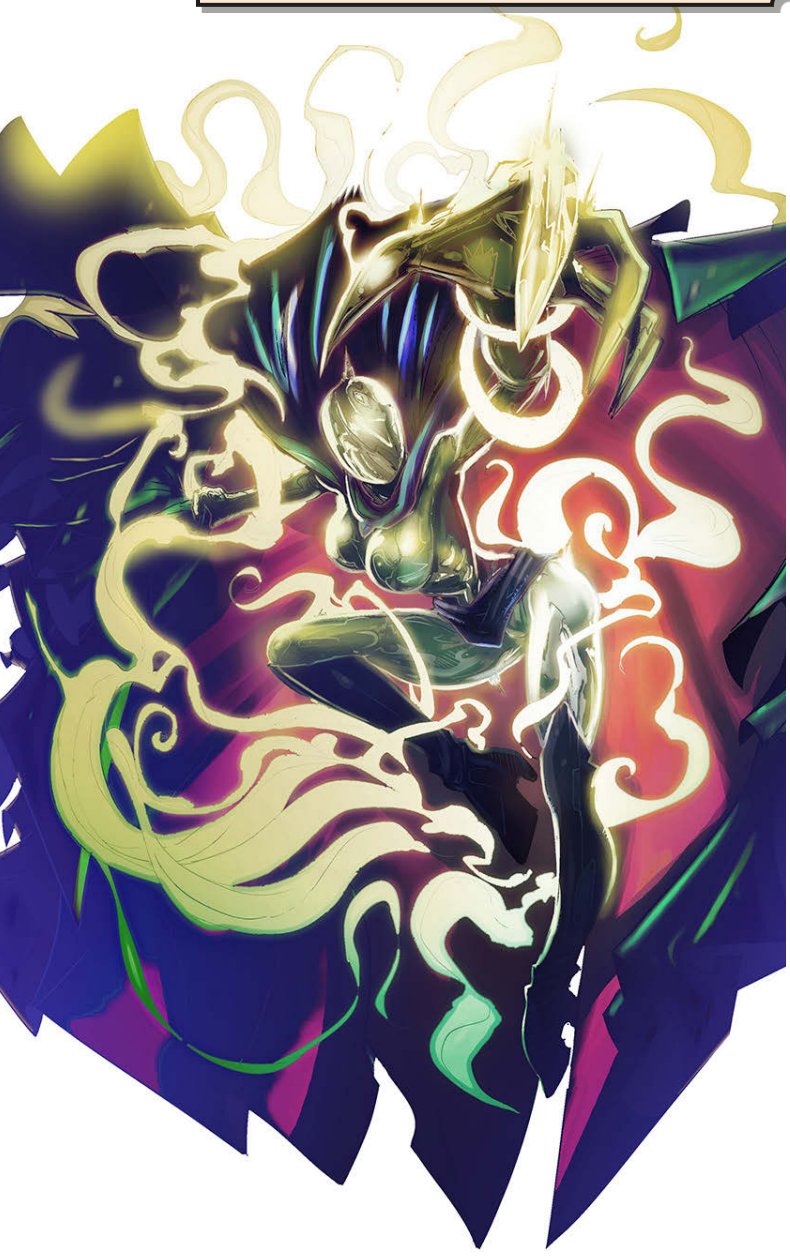
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Heroes with Penalties	DIE TYPE
Awareness	8	Creativity	10	3+ Heroes with at least one Penalty	10
Illusions	10	Criminal Underworld Info	8	1-2 Heroes with at least one Penalty	8
Presence	10	Leadership	8	0 Heroes with at least one Penalty	6
Sonic	8	Mirror Image	8		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Cracked Reflection	A	Hinder using Illusions and use your Max+Mid dice, or use your Max die and make it persistent and exclusive.
	How Can You Trust What You See?	A	Hinder multiple targets using Creativity. You and any nearby allies Defend using your Max die.
	Step Through the Mirror	A	Select a nearby target. Either turn all bonuses on that target to equivalent penalties, or move a penalty from that target to another target that you can see.
	Who Is Really Your Foe?	A	Attack using Illusions. Use your Max die. A target dealt damage this way Attacks an ally by rolling their single largest power die.
	U They Are What You Fear	A	Choose one group of minions in the scene. Upgrade all their dice one size (maximum 12).
	M Master of Enforced Order	I	If you have complete control over your immediate surroundings, automatically succeed in an Overcome to organize rabble to accomplish a task.

Glamour

Alias: Aislin Allen
Gender: Female
Age: Middle-Aged
Height: 5'3"
Eyes: Green
Hair: Red
Skin: Freckled
Build: Slight and mysterious
Costume/Equipment: A mirrored silver suit with white gloves black waist wrap, black thigh high boots and black cape with bright white inner lining. Mirrored silver full head mask with no visible eyes or mouth.
Approach: Disruptive
Archetype: Inhibitor



Biography

Aislin Allen used to be a hero. She fought the good fight alongside the other members of the first iteration of the hero team called Freedom Five as the Shrieker, using her superhuman voice to destroy and disorient. As time went on, she grew disillusioned — she wanted more than to see all of the money she recovered from a bank heist go right back into the vault while a sweaty bank manager gave her a limp handshake in gratitude. When her throat was wounded and her powers faded, it was time. She faked her death, and the Shrieker faded away. Opportunity knocked in the form of Baron Blade, who gave her tech that worked with the remnants of her vocal powers to create illusions and manipulate the senses. All in exchange for a simple favor for the Baron. Taking up a mirrored mask, Aislin took the name Glamour and began to live life according to her own terms.



Capabilities and Motivations

Glamour is a master of multilayered planning and diversions. She prefers to work behind the curtain as long as possible, knowing that the timing of the big reveal is all-important. This served her well in the previous Slaughterhouse Six, where she used her powers for months to create an illusionary Ambuscade to act as the leader in her stead. Now that she has stepped into the leadership role of the new Slaughterhouse Six, the big question has to be what she is really after. With Glamour, nothing is ever what it seems.

Upgrades

Glamour has upgrades planned for her tech to tailor her illusions to specific targets within a crowd, which can combine with her vocal powers to make it all feel much more real than before. Causing everyone to see the same illusion is versatile, but making it so that each one sees something tailored specifically to them… now that could really cause some confusion.

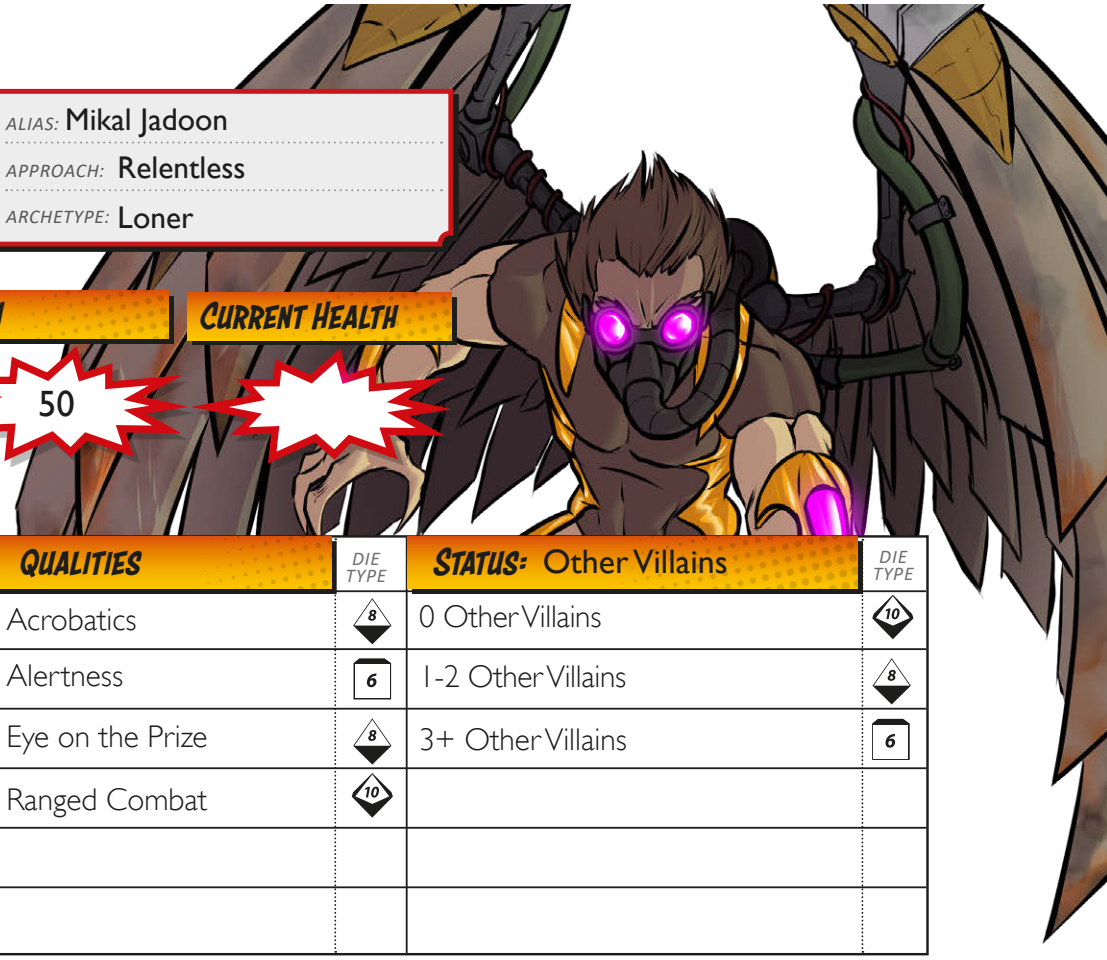


Desert Eagle

ALIAS: Mikal Jadoon
APPROACH: Relentless
ARCHETYPE: Loner

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
50	



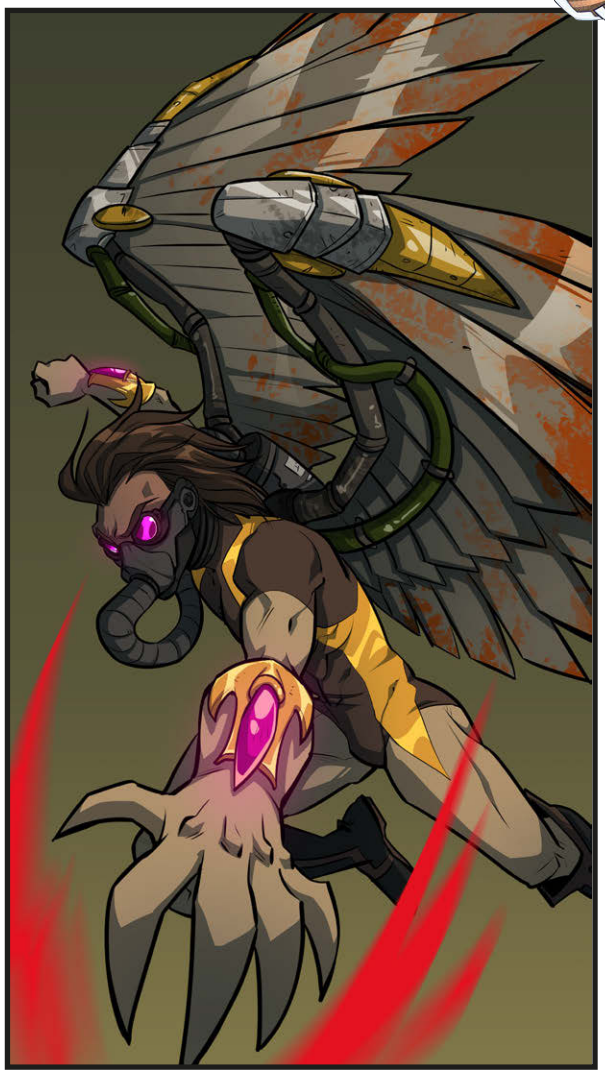
POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Other Villains	DIE TYPE
Eagle Eye System	10	Acrobatics	8	0 Other Villains	10
Energy Bolt Launchers	6	Alertness	6	1-2 Other Villains	8
Flight	8	Eye on the Prize	8	3+ Other Villains	6
		Ranged Combat	10		

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Debilitating Bolts	A	Attack and Hinder using Ranged Combat. If the target has: a 6 or less status die, use your Max+Min dice; a 8 status die, use your Max die; larger than a 8, use your Mid die.
	Hard to Shake	R	When an opponent moves away from you, you may follow them and roll your single status die as a Hinder against them.
	Locked on Target	A	Attack using Eagle Eye System and use your Max die. Recover Health equal to your Mid+Min dice.
	Swoop and Blast	A	Attack multiple targets using Flight. Hinder each target with your Max die.
	U Power Upgrade		Increase all of Desert Eagle's power dice by one size. (When using this upgrade, Desert Eagle has 20 additional Health.)
	M Master Mercenary	I	If you have been given a contract to perform a specific task, automatically succeed at an Overcome in a situation where the difference is getting paid and not getting paid.

Desert Eagle

Alias: Mikal Jadoon
Gender: Male
Age: Early-30s
Height: 6'
Eyes: Completely black
Hair: Brown, windblown
Skin: Brown
Build: Wiry gymnast
Costume/Equipment: A brown bodysuit with gold piping, brown boots, and khaki arms and legs. Khaki gloves with gold bracers fitted with glowing purple gems. A backpack fitted with large wings with metal feathers and thrusters. A black breather mask covering the mouth and nose with a hose leading to the backpack. Glowing purple goggles covering the eyes.
Approach: Reckless
Archetype: Loner



Biography

As the goggles attached to the contacts that had been drilled into his skull, Mikal Jadoon remembered abandoning the Pakistani army for the mercenary life of better pay and fewer rules. He remembered joining RevoCorp's black ops team for the same reasons. He remembered the upgrades, the rush as he tried out the wings for the first time, and the Eagle Eye system that let him see every crystal clear detail, every nuance of his target. He remembered the man who looked like living darkness, and the terrible pain as that slice of shadow sent out tendrils that grabbed him by his eyes and pulled. He remembered being spit out of an endless darkness only to realize that something was terribly wrong with his vision. He remembered the weeks before he was able to contact Ray Manta, seeing nothing but writhing, hungry shadows. Then, Ray Manta made the final connections to Mikal's temple, lifting the darkness. Cycling through the visual spectra, Mikal wondered if he would ever sleep again.



Capabilities and Motivations

Desert Eagle is a skilled and dangerous aerial combatant. The speed and maneuverability of his wing system allows him to attack from unpredictable angles and makes him a hard target to hit. Plus, he only gets more lethal as the fight continues and his Eagle Eye system analyzes target weaknesses. Once the Eagle Eye system has locked on to a target, even the stealthiest heroes will find escaping Desert Eagle a difficult proposition.

Upgrades

Ray Manta is tinkering with every aspect of Desert Eagle's gear. The next generation Eagle Eye system acquires target weaknesses faster and hits harder, the barrier systems can generate a stronger barrier, and the wingsuit's upgraded thrusters and G-force dampeners allow for tighter turns and a higher operational ceiling.

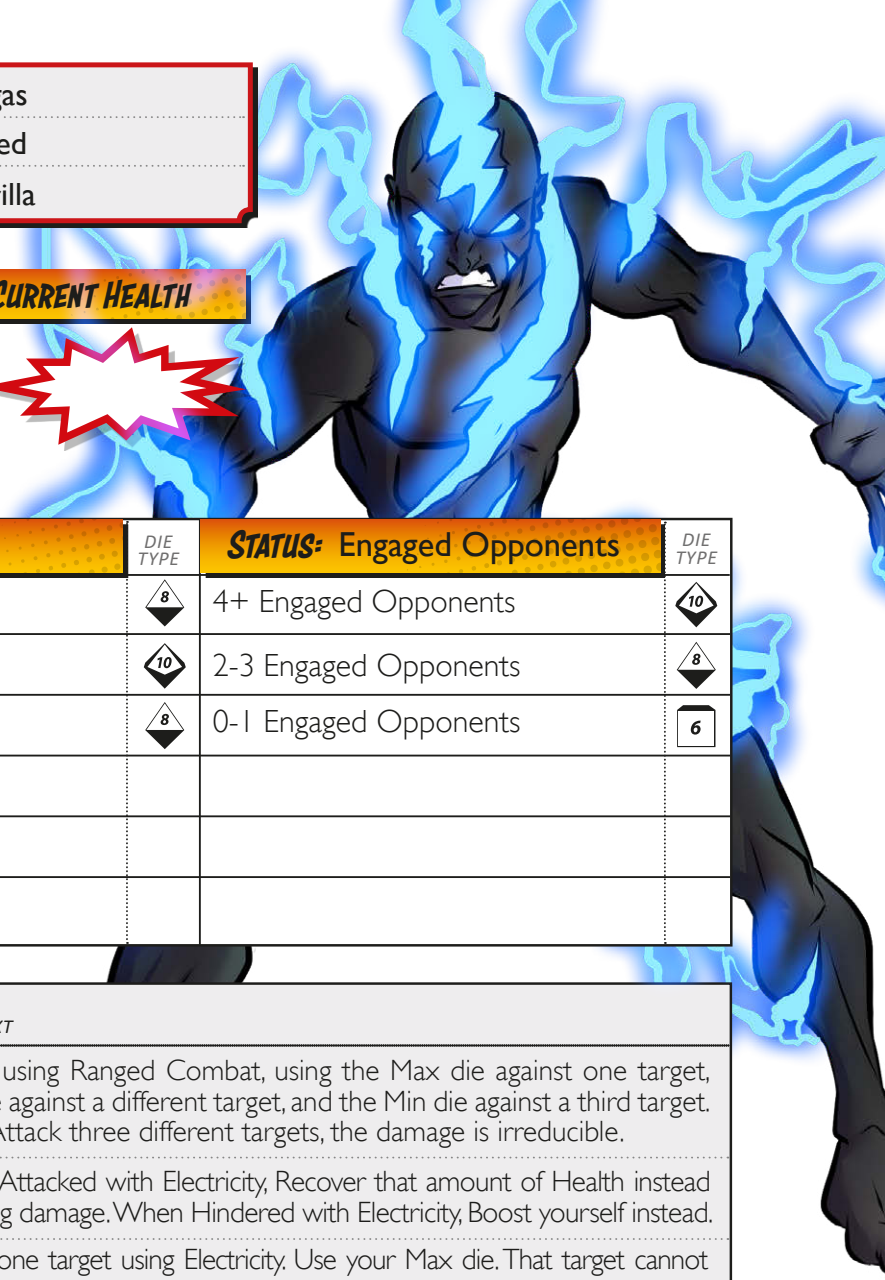


Re-Volt

ALIAS: Sean Vargas
APPROACH: Focused
ARCHETYPE: Guerrilla

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
55	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Engaged Opponents	DIE TYPE
Electricity	12	Living Lightning	8	4+ Engaged Opponents	10
Intangibility	8	Ranged Combat	10	2-3 Engaged Opponents	8
		Self-Discipline	8	0-1 Engaged Opponents	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Arcing Shock	A	Attack using Ranged Combat, using the Max die against one target, Mid die against a different target, and the Min die against a third target. If you Attack three different targets, the damage is irreducible.
	More Power	R	When Attacked with Electricity, Recover that amount of Health instead of taking damage. When Hindered with Electricity, Boost yourself instead.
	Overcharged	A	Attack one target using Electricity. Use your Max die. That target cannot Defend or use reactions against this Attack. Attack multiple other nearby targets using your Min die.
	Pass Through Connection	R	Defend against an Attack against only you by rolling your single Intangibility die. Boost yourself by the damage reduced.
	Static Output	A	Attack multiple close targets using Living Lightning. Hinder each target using your Min die.
	U Neural Takeover	I	While the scene is in the Green zone, all heroes' quality dice at 8 or above are reduced one size. In the Yellow zone, all heroes' quality dice at 10 or above are reduced two die sizes. In the Red zone, all heroes' quality dice are treated as if they are 4. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, the hero must lose access to a quality entirely until this ability is removed. If a hero is knocked out while this ability is active, you may create a new minion using the hero's highest power die to represent the controlled version of that hero. (While using this upgrade, Re-Volt has 10 additional Health.)
	M Master of Total Chaos	I	If you are in a situation where everything is spiraling out of control, automatically succeed in an Overcome to accomplish a task by throwing out the rules.

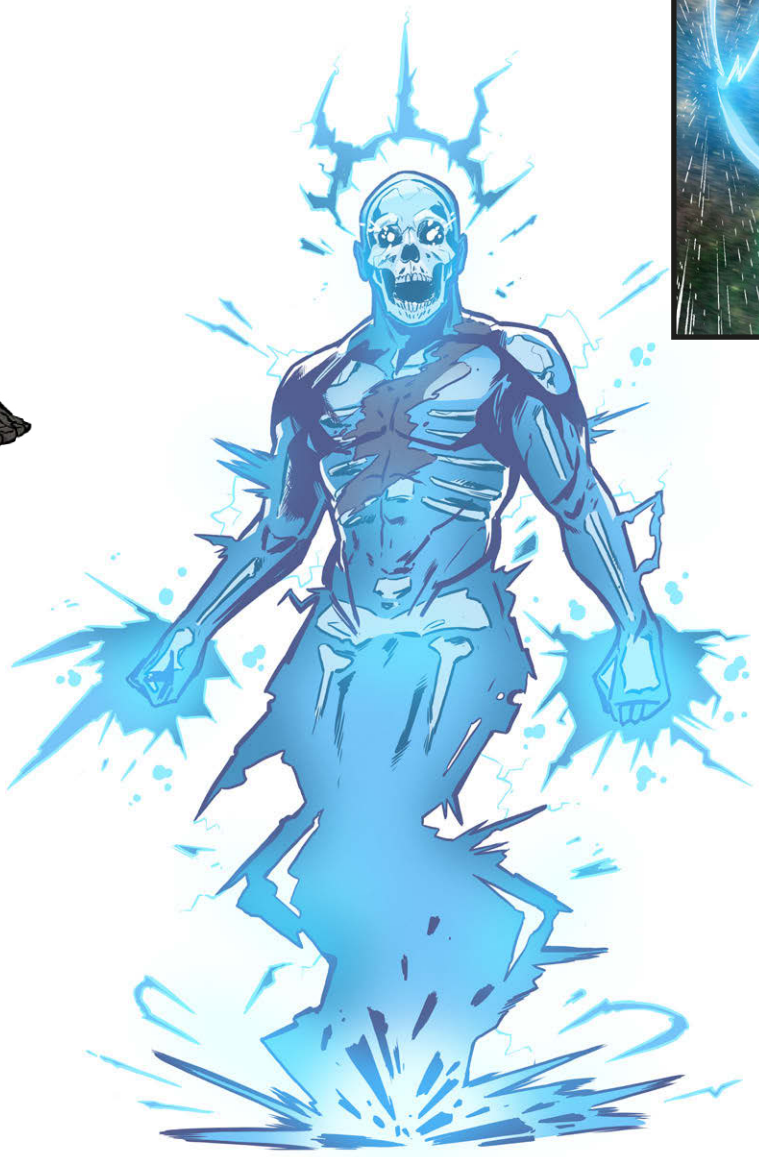
Re-Volt

Alias: Sean Vargas
Gender: Male
Age: Early-30s
Height: 5'8"/an indeterminate cloud of electrical impulses
Eyes: Glowing blue
Hair: None
Skin: Matte black, not actually skin
Build: Presents as a stout
Costume/Equipment: When appearing as a person, he has a carbon black body with glowing lightning jags on the head and chest, with lightning arcing all over the body.
Approach: Focused
Archetype: Guerrilla

Biography

As far as Sean Vargas was concerned, the life of a RevoCorp enforcer was pretty good. Sure, he had to kidnap the occasional scientist or kill the occasional whistleblower, but a job with great medical, two weeks extra vacation, and generous performance bonuses? Worth it. The transfer to Fort Adamant seemed like just another assignment. He started worrying when a bright-eyed doctor named Demikahv had him put on a slab and started hooking up electrodes. She told him that she had cut a deal with RevoCorp and he'd been written off. Then she threw the switch, overloading his powers and causing him to stop thinking altogether. When he finally came to, he realized that his body was no longer on the slab. Then came the horrific realization that his body was no longer on the slab because it was a pile of electrically charged ash hovering around him. That's when the panic set in.





Capabilities and Motivations

Glamour has given Re-Volt a purpose. The loss of his humanity expanded his powers exponentially, but being part of the crew makes him feel more human, which he desperately needs. Ideally, he wants to regain his humanity, but he's not about to put what little he has left of himself into the hands of doctors anytime soon. Reduced to a cloud of electric impulses that can assume his old shape, he can now travel over wires and absorb electricity to augment his powers, in addition to shooting even more lightning than before.

Upgrades

As his humanity fades, Re-Volt has begun to explore the limits of the neuro-electricity that constitutes his new form. By manipulating the electricity in the nervous systems of other people, he can debilitate and suppress his enemies. He can even take them over briefly, moving an unconscious body around by using their own nervous system as a host for his bioelectric impulses. This ability might one day grow to be the way he could acquire a new body.

HIPPO

ALIAS: Eddie Wagner
APPROACH: Bully
ARCHETYPE: Bruiser

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
65	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Power Suit	8	Close Combat	8	Green Zone: 65-45	6
Strength	10	Fitness	8	Yellow Zone: 44-18	8
Vitality	8	Hungry Hungry	8	Red Zone: 17-1	10

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Chomp and Chew	A	Attack using Strength and use your Max die. Defend against all Attacks from that target using your Mid die until the start of your next turn.
	Hippo Hide	I	Reduce all damage dealt to you by 2.
	Hippo Rage	R	When Attacked, use the amount of damage taken by the Attack to Boost yourself.
	Overhead Throw	A	Attack using Strength and use your Max die. Either Hinder that target with your Mid die or Attack another nearby target with your Mid die.
	U Power Upgrade		Increase all of Hippo's power dice by one size. (When using this upgrade, Hippo has 20 additional Health.)
	M Master Mercenary	I	If you have been given a contract to perform a specific task, automatically succeed at an Overcome in a situation where the difference is getting paid and not getting paid.



Hippo

Alias: Eddie Wagner
Gender: Male
Age: Late-40s
Height: 7'2"
Eyes: White
Hair: Brown
Skin: White
Build: Extremely muscular
Costume/Equipment: Eddie wears a full body suit that resembles an actual hippo, with the head of the hippo covering his own. The suit covers everything except his face, which can be seen between the upper and lower jaws of the hippo, framed by the teeth of the suit.
Approach: Bully
Archetype: Bruiser



Biography

Eddie liked to hit things, he liked to be bigger than the things he was hitting, and he liked money. On the Rook City Renegades baseball team, he got all of those things. The team was sponsored by Pike Industries, and they liked their players on the thuggish side. With the wide variety of pharmaceutical enhancements available, Eddie decided his favorite type of muscle growth pill was "all of them." Kicked off the team for being too flagrantly juiced, he became a crime syndicate hired muscle, a career path all too common in Rook City. After hearing that hippos were surprisingly dangerous animals, he decided that he needed a costume to enhance his tough guy image, and Hippo was born. He's not the brightest, but there's always a place for a tough guy who doesn't question orders and likes a good fight.



Capabilities and Motivations

In addition to his own substantial strength, the "skin" of Hippo's suit is actually a type of liquid armor sandwiched between layers of polymer, able to turn aside nearly anything with minimal impact to the user. Eddie stole it from a military depot on an odd job boosting prototype weapons. After the heist, he found a seedy lab that was more than happy to make him a suit out of the ultra-durable material (after a full analysis and sample so that they could replicate it, of course). It's made him an even more effective thug, which Glamour noticed when she started looking for muscle for her group. He's the Slaughterhouse Six's blunt instrument, and content in that role.

Upgrades

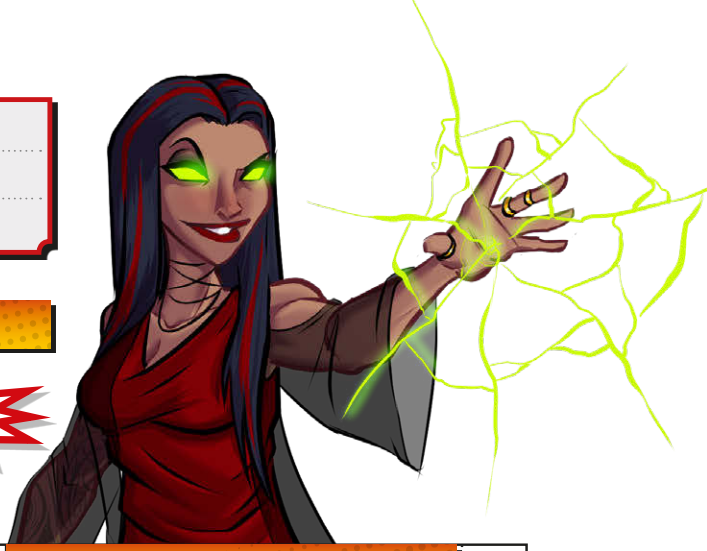
While pharmacology has taken Hippo's strength above and beyond the human norm, he's hit the limit when it comes to conventional steroids. With enough funding and a little technologic genius from Ray Manta, the Hippo suit could be upgraded with cybernetic enhancements and interfacing. In addition to increasing his strength tenfold, he'd be able to move in it as if it truly was his skin. Sure, there would probably be a few downsides, but Eddie isn't the type to worry too much about that sort of thing.

KISMET

ALIAS: Gabrielle Adhin
APPROACH: Dampening
ARCHETYPE: Fragile

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
40	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Health	DIE TYPE
Intuition	8	Creativity	10	Green Zone: 40-30	10
Karma	10	Insight	8	Yellow Zone: 29-15	8
Presence	8	Lady Luck	8	Red Zone: 14-1	6
		Persuasion	8		

ABILITIES

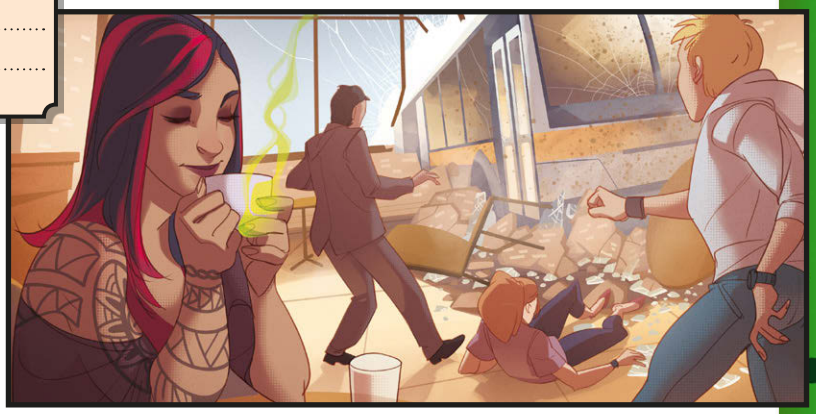
ICON	NAME	TYPE	GAME TEXT
	Karmic Disjunction	A	Hinder multiple targets using Presence. While a hero has this penalty, reduce all their power dice by one size.
	Slippery Trickster	R	When Attacked, Defend yourself by rolling your single status die. If the damage is reduced to 0, you may move to anywhere else in the scene.
	Twisted Jinx	A	Hinder using Karma and use your Max die; that penalty is persistent and exclusive. As long as that penalty is on the target, reduce their highest power die of your choice by one die size. Attack using your Mid die.
	Unlucky Break	A	Attack using Lady Luck. Then remove all bonuses from the target.
	U Fortune's Smile	I	The heroes act as being in the Green zone for status die, access to abilities, and for the purposes of all abilities. Heroes may remove this ability with three Overcome successes. If a hero takes a minor twist, you may use a reaction to Hinder them by rolling your single Karma die. (When using this upgrade, Kismet has 10 additional Health.)
	M Master of Mysticism	I	If you have access to proper materials, automatically succeed at an Overcome in a situation involving harnessing magical forces.

Kismet

Alias: Gabrielle Adhin
Gender: Female
Age: Early-30s
Height: 5'7"
Eyes: Dark brown, glow green when using powers
Hair: Black with red streaks
Skin: Light brown, full sleeve tattoo on right arm
Build: Curvaceous
Costume/Equipment: A red dress that leaves her arms and shoulders bare, cut to the thigh. Ripped red leggings. Translucent grey mesh overcoat. Carries an intricately carved stone talisman that glows green when she uses her powers.
Approach: Dampening
Archetype: Fragile

Biography

Gabrielle Adhin grew up hearing stories about her family's legendary luck, but they didn't sit quite right with her. Lucky people won the lottery; they didn't wear secondhand clothing and have to move every few months. After meeting the man she thought was her soulmate and then having to move away, Gabrielle was fed up. She left, and she took her family's lucky talisman with her. As soon as she touched it, she saw the strings of probability, and how if she pulled on a string just so, she'd be able to push luck the way she wanted. She quickly learned that if she made herself lucky, then there would be a backlash that would cancel it out. But she could make someone else unlucky, and capitalize on their misfortune. And capitalize she did. Thus, Kismet became a perennial nuisance for heroes.





Capabilities and Motivations

Kismet can alter probability, usually at the expense of her opponents. She can make a hero stumble at crucial moments, a punch land on a particularly painful spot, or a hand shake while aiming. The more she pushes, the more drastic the result… but always with a corresponding surge the other way. Making someone unnaturally unlucky means that they will definitely be lucky later, and making someone lucky means that anything they gained would be lost soon after when the universe pushed back. Fortunately for her and unfortunately for everyone else, Kismet has become quite practiced at managing the waves of luck and unluck to her benefit.

Upgrades

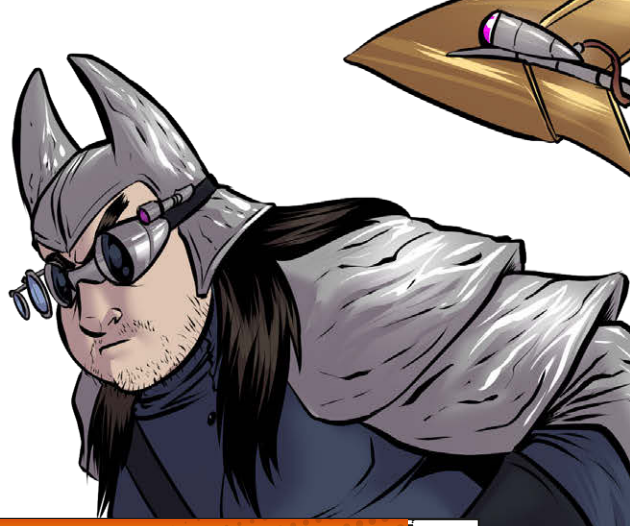
When push comes to shove, Kismet will use her powers on herself to enhance her luck, though only in the most dire situations. When she exerts her powers broadly, heroes have a lot more things go wrong and have to be cautious about how they use their powers, as anything they do might cause unexpected results! Kismet, on the other hand, is calm and in control. Things just tend to go her way.

Ray Manta

ALIAS: Raymond Mantey
APPROACH: Underpowered
ARCHETYPE: Inventor

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH	CURRENT HEALTH
40	



POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS: Invention Mods	DIE TYPE
Gadgets	6	Conspiracy Theorist	8	4+ Invention Mods	12
Inventions	8	Conviction	8	2-3 Invention Mods	10
Lightning Calculator	6	Creativity	6	1 Invention Mod	8
Power Suit	6	Investigation	10	0 Invention Mods	6

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	Contingencies Upon Contingencies	I	Whenever you would be reduced to 0 or fewer Health, prevent that damage and reduce all your power dice by one size. If this reduces any dice to below a 4, you are knocked out.
	Prepared For Anything	A	Boost using Inventions. Use your Max die. Hinder using your Mid die. Attack using your Min die.
	Ramshackle Creation	A	Boost using Inventions and use your Max die, also Boost with your Mid die, and either make one of those bonuses persistent and exclusive or Attack with your Min die.
	Tinfoil Components	R	Discard one of your bonuses to Defend against all Attacks against you until your next turn, using that bonus value as the Defend result.
	Unexpected Accuracy	A	Attack using Gadgets. If you roll doubles, add that value to your Attack. If you roll triples, add all three dice to your Attack.
	U The Manta Body		Ray Manta built a bigger, semi-autonomous suit for himself, represented as a 8 lieutenant with the Distance Attack, Escape Plan, Reliable, and Recovery abilities from page 236. (When using this upgrade, Ray Manta has 15 additional Health.)
	M Master of Mad Science	I	As long as you have access to materials, you can automatically succeed when Overcoming a challenge by using scientific principles and inventions.



Ray Manta

Alias: Raymond Mantey...wait, why do you want to know?

Gender: Male, but gender is an artificial construct they use to divide us.

Age: Mid-40s, but impossible to truly be sure since we are all programs in a simulation.

Height: 5'-ish. Slouches to throw off the satellites.

Eyes: Blue, constantly looking around for the hidden cameras.

Hair: Brown and greasy, because shampoo has sedatives to pacify the population.

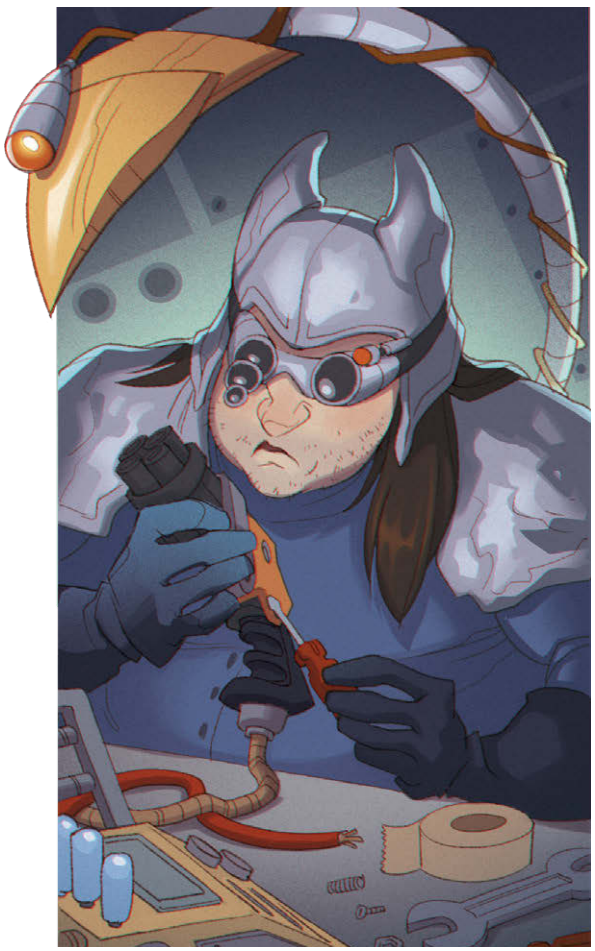
Skin: Pasty, unwashed to avoid the nanomachines in the water.

Build: Overweight and furtive

Costume/Equipment: A blue smock and grey pants with brown satchel. Backpack with a prehensile tail that ends in a gold spade-head with a laser. Cloak made of reinforced tin-foil, split down the middle into two wings. Reinforced tin helmet with radar-jamming peaks and multi-lensed goggles.

Approach: Underpowered

Archetype: Inventor



Biography

Raymond Mantey was one of RevoCorp's most brilliant weapon developers, responsible for some of the best-selling products in their off-the-books villain supply division. If a client wanted a custom battlesuit or specialized cybernetics, Ray was the one to talk to. Few chose to do so more than once, given Ray's proclivity for talking endlessly about conspiracies and robots at every opportunity. As time went on, management decided that he was too useful to get rid of, but too weird for clients. When he made a manta-themed battle suit for himself, fitted with anti-robot technology, they were only too happy to transfer him to the active duty wing, and when Ambuscade came looking for members for a villain team, everyone at RevoCorp was a bit relieved to see Raymond go. Glamour's reveal as the true leader didn't really surprise him. After all, an illusionist creating a leader with illusions seemed entirely logical to him.



Capabilities and Motivations

Raymond Mantey has a mind that is constantly making connections, for better and for worse. He can look at a camera and see how the principles involved could be adapted into a set of goggles that bypass the eye and directly transmit to the brain, or look at a grapefruit and see a vast conspiracy by the secretive international fruit council to sedate the populace through their choice of breakfast citrus. He is constantly making new inventions and new conspiracies in equal measure. The rest of the Slaughterhouse Six team have learned not to ask him to go into detail and work around his desire to wake people up to the many truths he can see everywhere.

Upgrades

Ray Manta has been in enough scrapes to know that up close and personal isn't for him. He's been working on suit upgrades to give his suit limited autonomy to get him out of trouble, like having a medevac looking over his shoulder at all times. In theory, it could even do some of the fighting for him. But just because it can make decisions and act on its own does NOT mean it is a robot.

Minions & Lieutenants



Meanwhile...

Flunkies. Lackeys. Drones. Thugs. Goons. Hooligans. Call them what you will, these are the people doing the dirty work of a larger cause. They could be working for a villain, or an evil organization or corporation, or as part of a movement. Minions are the boots-on-the-ground threats.

Lieutenants are a bit more notable. These are the middle-managers and underbosses that heroes fight on the way to the big bad. Some of them are even potentially low-level villains themselves, but without the ambition or spark it takes to be a true villain. These evildoers are much more likely to work for someone with vision. Still, lieutenants are frequently in charge of minions, coordinating their efforts and making sure the main villains' plans are followed to the letter.

There are a lot of minions and lieutenants in this section, all created following the rules explained in Chapter 5, but don't feel hemmed in by the types of threats you find here. These are mere examples of what sorts of things minions and lieutenants can do. As a GM, if you need a minion to do something like one listed here, feel free to change anything about them to fit: their die sizes, their abilities, even their names.

Many of the villains and environments in this chapter reference certain types of minions and lieutenants they can bring to bear in a scene. Those threats can also be found here, but again, don't feel forced to use them only as listed. If you want to use a different sort of threat in your scene for story or even mechanical reasons, you can switch it up! You can use some other minion or lieutenant, or even create your own.

When making your own minions and lieutenants using the guidelines in Chapter 5, the threats in this section can be helpful templates for the sorts of things that they can do. But they're also ready to go as is. If you need some threats for a scene, these minions and lieutenants are here for you!

Aliens



Bestial Chomper

8 Minion

Description

It's hard to imagine the type of planet that this rock-plated foe originated from. It evolved to have jaws strong enough to crush rocks, sharp teeth and fangs, and an appetite for costumed heroes, apparently.

Ability

Alien Venom: Whenever a Bestial Chomper damages a target, that target gains a -1 penalty.

Tactics

Bestial Chompers like to fight in packs, letting the venom from their bites wear down their opponents as they try to tear them into bite-sized pieces.

"Dymkharn the Gladiator"

10 Lieutenant

Description

A former gladiator of the now-destroyed Bloodsworn Colosseum, Dymkharn the Fearless may be stuck on Earth, but he still finds plenty of fights worth fighting here on this new world.

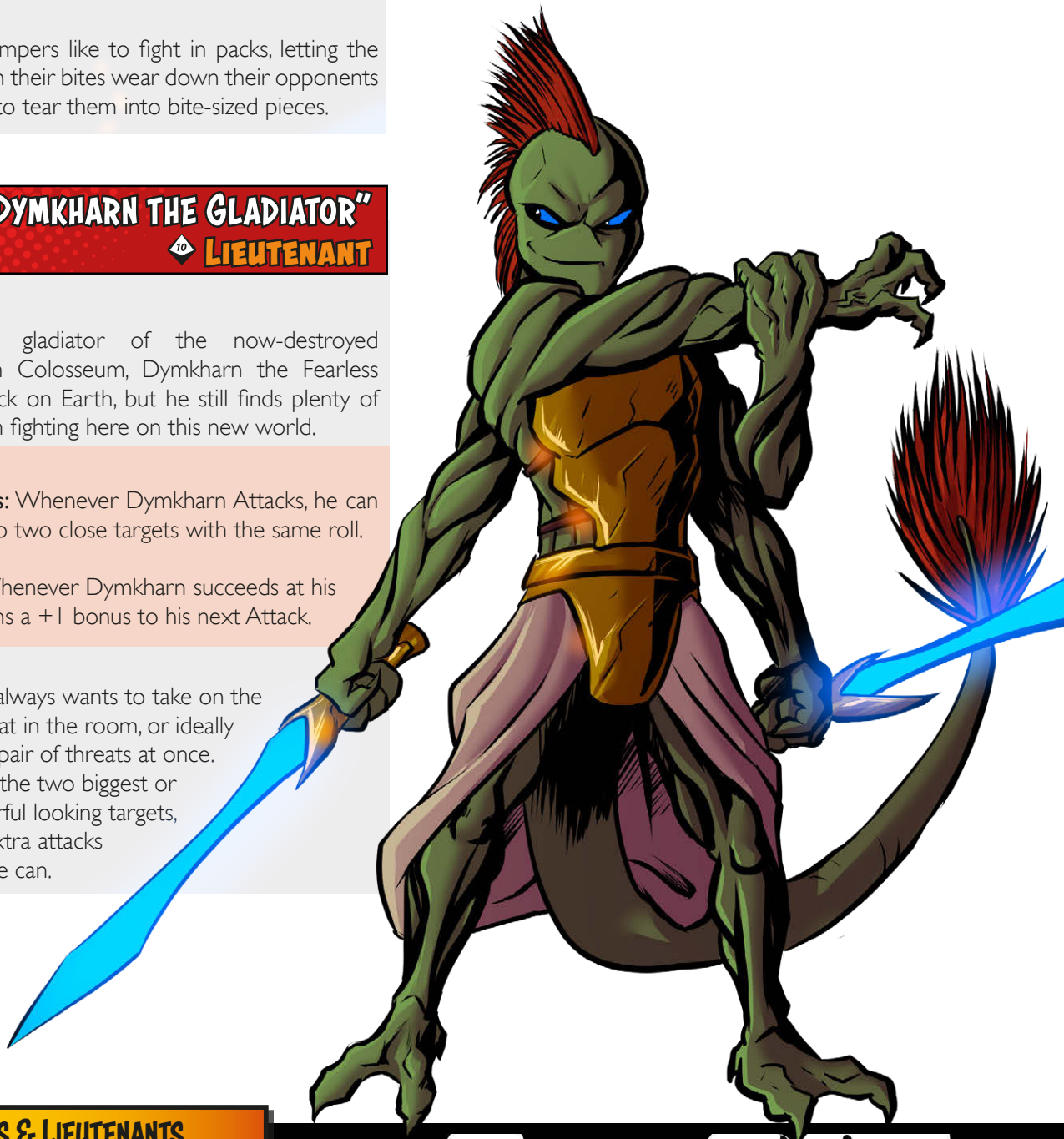
Ability

Twin Blades: Whenever Dymkharn Attacks, he can Attack up to two close targets with the same roll.

Fearless: Whenever Dymkharn succeeds at his save, he gains a +1 bonus to his next Attack.

Tactics

Dymkharn always wants to take on the biggest threat in the room, or ideally the biggest pair of threats at once. He'll attack the two biggest or most powerful looking targets, getting in extra attacks wherever he can.





Mentally-Empowered Humanoid

12 Minion

Description

Some alien races have a far higher mental aptitude than humans can even comprehend, manifesting as extreme intelligence and psychic powers.

Ability

Brain Power: Mentally-Empowered Humanoids have a +1 to Hinder or Overcome actions.

Tactics

Mentally-Empowered Humanoids tend to be problem solvers rather than combatants. In a combat situation, they seek to find ways to trick their opponents, rather than match them in violence.



Tech-Enhanced Humanoid

10 Minion

Description

Unsurprisingly, many aliens have technology that far outstrips the technological level that humanity has reached. Unfortunately, many aliens use that tech as weaponry.

Ability

Alien Gadgetry: Tech-Enhanced Humanoids have a +1 to Attack actions.

Tactics

Tech-Enhanced Humanoids work well in pairs, keeping their foes on their toes. They tend to go after weaker combatants, whittling down their opposition one target at a time.

Strange Extraterrestrial

6 Minion

Description

This floating creature seems from a place with a very different atmosphere and gravity than Earth. It moves freely and easily, considering its unwieldy appearance.

Ability

Lashing: Whenever a Strange Extraterrestrial makes an Attack, roll its die twice and take the lower result. Apply that result as an attack against all nearby opposed targets.

Tactics

Strange Extraterrestrials are naturally loners, due to their tendency to lash out at others. It's rare — and dangerous — to find a group of them.



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Blade Battalion



Battalion Commander
8 Lieutenant

Description

Blade Battalion Commanders have all risen through the ranks. This is an impressive feat, considering how dangerous life is as a Blade Battalion Trooper. As a result, they should be feared not just because of the troops under their command, but also due to their own combat capabilities.

Ability

Hold The Line: Any nearby allied minions gain a +1 to their save rolls and Attack rolls.

Quick-Deploy Baton: Whenever a Battalion Commander rolls a save roll, also use that roll as an Attack against a nearby foe, if there are any.

Tactics

Battalion Commanders tend to neither lead from the front nor the back - they like to be in the midst of their troops. No strangers to combat themselves, they want to be close enough to the heroes to take advantage of their baton sidearms, as well as effectively boost their allied minions.

Covert Trooper
8 Minion

Description

Very few Blade Battalion Covert Troopers have ever been seen. That means they're good at their job.

Ability

Without a Trace: Whenever a Covert Trooper takes an action while unobserved or undetected, it rolls its die twice and takes the higher result.

Tactics

Covert Troopers get in, get the job done, and get out. If they find themselves in an actual fight, they prefer to take cover, usually depending on other troops as a distraction.





Force Trooper
10 Minion

Description
Only the stoutest and strongest soldiers in Baron Blade's armies gain the distinction of Force Trooper. Outfitted with heavy armor and powerful melee weapons, Force Troopers are the gatecrashers of the Blade Battalion.

Ability
Tough: Force Troopers have a +2 to their save roll.

Tactics
Given their size and their armor, Force Troopers seek to take damage so their less defensive allies have room to do their jobs. They attempt to engage the most dangerous targets to distract them.



Technical Trooper
6 Minion

Description
Entry-level Blade Battalion troops are frequently outfitted with special gear to help compensate for their lack of experience. If they can survive their first year of service, they are considered above average.

Ability
Protégé: If any other minions or lieutenants are nearby, this minion has a +1 to their actions. If not, they have a -1 to their actions.

Tactics
Technical Troopers depend on other troops to be any good at all. When alongside allies, they stand firm and even rush their opponents, but without support, they scatter.



Roboticized Trooper
10 Minion

Description
These robotic soldiers are more metal than man. They wield fearsome bionic weapons built into their forms.

Ability
Battalion Powers: When Hindering a hero or Attacking a hero with a penalty, roll their die twice and use the higher result.

Tactics
Roboticized Troopers attempt to engage and isolate individual heroes, Hindering them first to take advantage of their ability.

Blade Drones

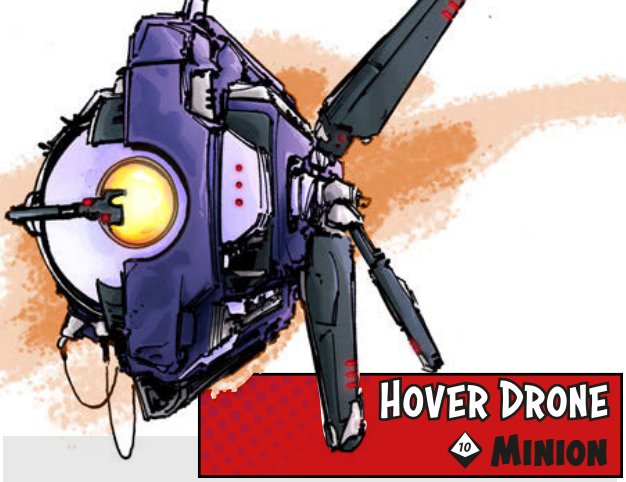


Ambulatory Drone
6 Minion

Description
This most basic drone is mostly used for information gathering, or for timely explosions.

Ability
Volatile: When an Ambulatory Drone is destroyed, roll its die twice, using the lower result as an Attack against all nearby non-mechanical targets.

Tactics
Ambulatory Drones are often deployed in trios to disrupt enemy formations, knowing that even in failure, they'll at least make a mess.

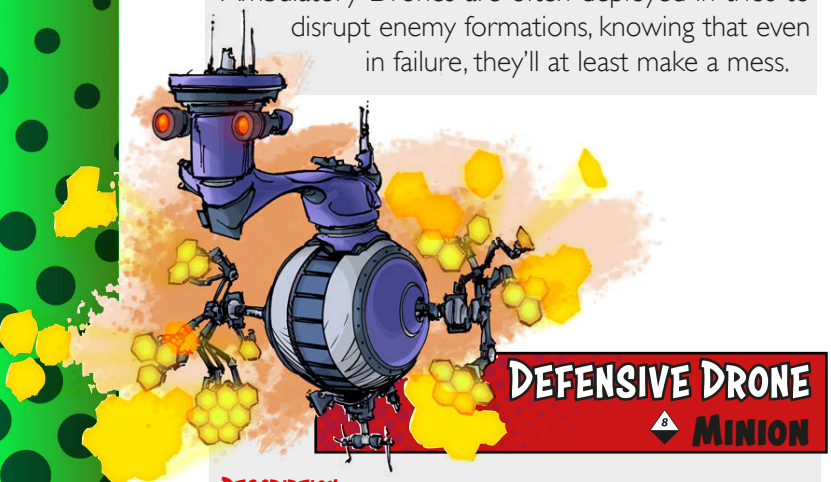


Hover Drone
10 Minion

Description
Baron Blade's Hover Drones have a seemingly-impossible maximum hover height, able to reach the upper atmosphere under their own power. As a trade-off, they're quite light and can carry very little.

Ability
Observation: When Boosting using info gained from observation, Hover Drones can make that bonus Persistent and Exclusive by reducing their die size by 1 (minimum 4).

Tactics
Hover Drones attempt to stay high above the fight, imparting bonuses to their allies and providing intel without being part of the fight themselves.

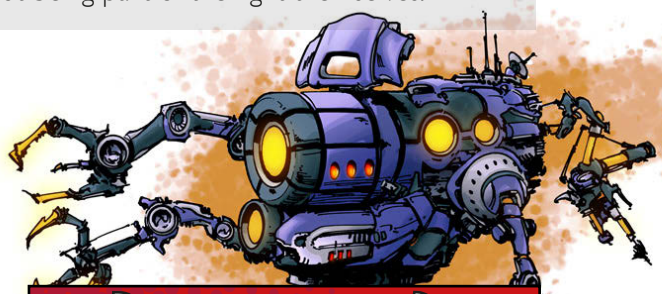


Defensive Drone
8 Minion

Description
This sturdy drone has the capability to project an impressive barrier, using similar technology to the shielding on Baron Blade's Mobile Defense Platform.

Ability
Shield Projector: Defensive Drones have a +2 to Defend actions taken to Defend targets other than themselves.

Tactics
Defensive Drones are expensive to produce and maintain, so they are used sparingly, mostly to defend high value targets. It's rare to see more than one on the same target, though Baron Blade himself has used this tactic before.



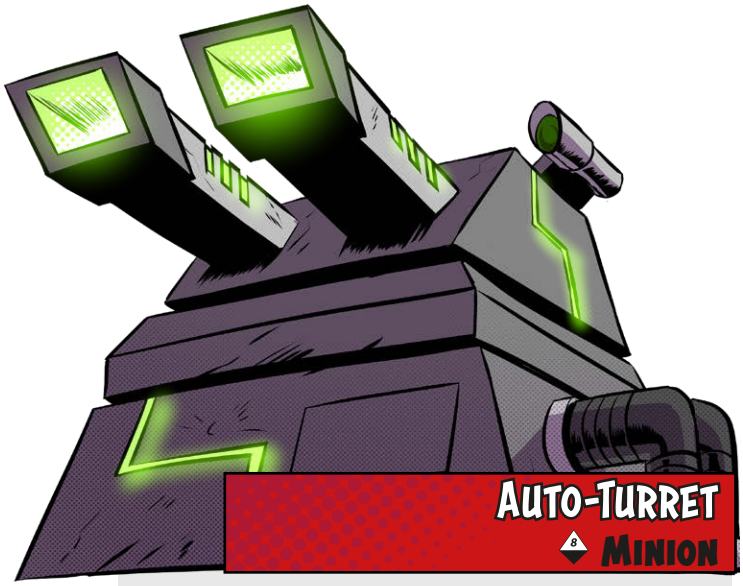
Reconstruction Drone
8 Minion

Description
Reconstruction drones are mostly spare parts, by volume. They need very few components to operate and are built to cannibalize themselves and other mechanical devices to repair their fellow drones in the field.

Ability
Field Repair: This drone can make an Overcome action to repair another drone. It does not have to take minor twists. On a success, it restores the drone it is repairing to its starting die size.

Tactics
These drones can keep an army of drones operating for a long time. They avoid conflict, repairing the most damaged drones they can reach to get them back into useful service.

Devices



Auto-Turret
8 Minion

Description
Sturdy turrets, often built into a structure or large vehicle, come with their own power source and ammunition supply. They aim and fire automatically as the heroes enter their range.

Ability
Well Built: Auto-Turrets have a +1 to minion save rolls. However, they can be destroyed with a successful Overcome action.

Tactics
Auto-Turrets shoot at any moving thing that they haven't specifically been programmed to ignore. The heroes tend to be the most notable moving things, but if they're holding still or somehow obscured, the turrets will either find other targets or simply go into standby mode.

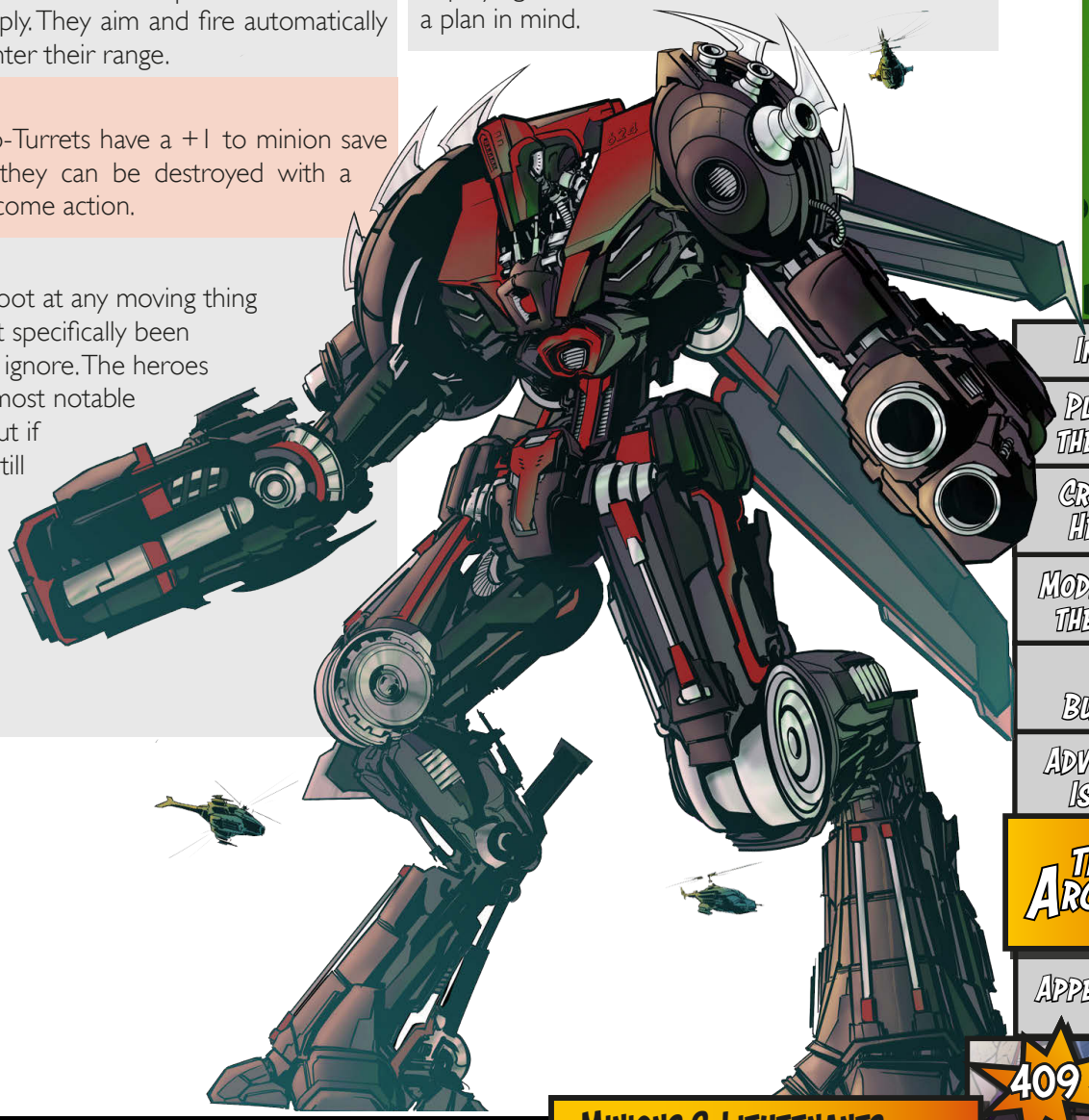
Colossal Robot
12 Lieutenant

Description
Who would have built a robot this huge? It's far too big. Something must be done about it.

Ability
Several Stories High: The Colossal Robot has a +2 to its save rolls. However, while its die is a 12 or 10, it can be reduced one size by a successful Overcome action.

Massive Stomp: When the Colossal Robot Attacks, it deals damage to all nearby targets.

Tactics
This robot is so gigantic, it doesn't even need tactics. It stomps around, heading towards whatever location it has been programmed to attack. When deploying a Colossal Robot, one should do so with a plan in mind.



Heavy Plated MegaTruck

10 Minion

Description

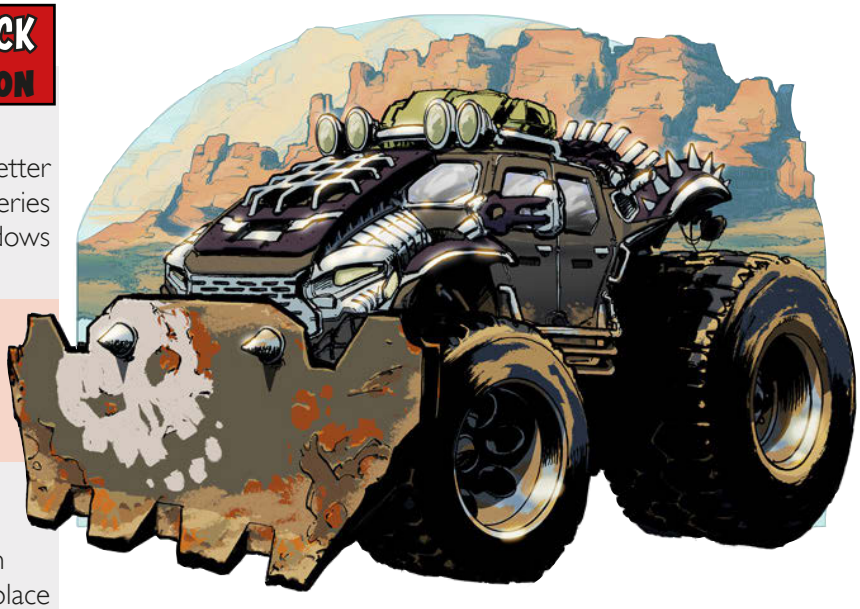
This truck is awesome. You couldn't ask for a better truck to ride into a wasteland, or drive over a series of other vehicles. Even the tires and the windows are shielded.

Ability

Run Over: After the Heavy Plated MegaTruck makes an Attack, it may then end up elsewhere in the scene.

Tactics

A MegaTruck exists to protect its passengers and get them from one place to another. Though they are not attack vehicles, they're not out of place in a combat situation. Still, they generally avoid being under direct fire, as they're much more about the "MegaTruck" part than they are the "Heavy Plated".



Walking Tank

10 Lieutenant

Description

These tanks do not have wheels — they have legs! More moving parts to maintain can lead to tricky locomotion issues, but it does provide advantages, such as easily handling more difficult terrain.

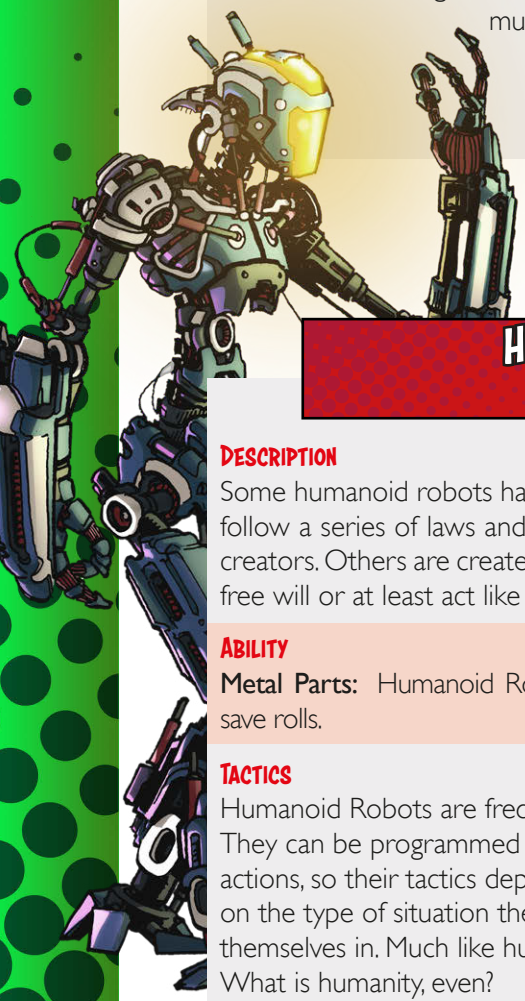
Ability

Planted Blast: When targeting a large or slow moving target, Walking Tanks have a +2 to Attack.

Walking Target: If attacked while moving, Walking Tanks roll their save twice and use the higher result.

Tactics

With their plating and weaponry, Walking Tanks do not need to worry about being nimble or quick. They wade into combat, unleash on the easiest to hit targets, and block attacks against weaker allied targets.



Humanoid Robot

6 Minion

Description

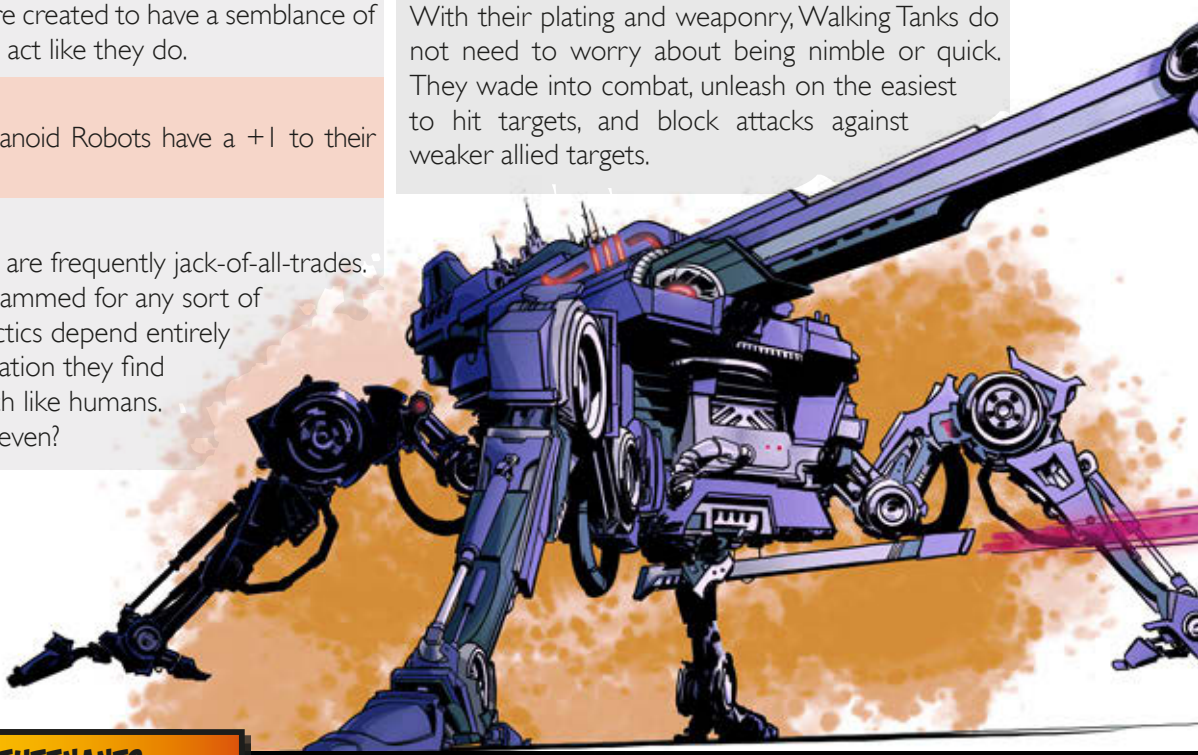
Some humanoid robots have been programmed to follow a series of laws and serve their masters and creators. Others are created to have a semblance of free will or at least act like they do.

Ability

Metal Parts: Humanoid Robots have a +1 to their save rolls.

Tactics

Humanoid Robots are frequently jack-of-all-trades. They can be programmed for any sort of actions, so their tactics depend entirely on the type of situation they find themselves in. Much like humans. What is humanity, even?



Magmarian Foes



Crystal Collector
8 Minion

Description

The Magmarian people depend on crystals for sustenance, so the majority of Magmarians are tasked with the chore of "farming" the naturally occurring magma crystals.

Ability

Harvest: As an action, a Crystal Collector can remove a bonus or penalty from a nearby target. If it does so while its die is lower than a 8, increase its current die size by one.

Tactics

Crystal Collectors are not warriors. They can use their superheated form to crystallize almost anything, so if pressed in combat, they will attempt to take items from their foes in crystal form.

Ember Shaman
8 Lieutenant

Description

Some Magmarians become leaders in a way that seems to be both spiritual and logistical, involved in coordinating the city building and distribution of crystals, but also in the little understood Magman rituals.

Ability

Fiery Flock: As an action, the Ember Shaman can roll its die twice and introduce a number of other Magmarian minions to the scene equal to the lower roll.

Tactics

The role of the Ember Shaman in combat seems similar to most other non-combatant Magmarians — stay out of the way until the warrior classes arrive. Fortunately, the Ember Shaman can bring the warriors into combat faster.



Inner Core Tunneler
10 Minion

Description

The most animalistic of the Magmarians, Inner Core Tunnelers are mole-like in many ways, but many orders of magnitude larger and hotter.

Ability

Dig Deep: Inner Core Tunnelers have a +1 to Hindering by digging.

Tactics

Inner Core Tunnelers exist to move a lot of earth and stone fast, even able to consume material to produce more magma. In combat, they build walls to help allies and hinder foes.



Magman Rebel
8 Minion

Description
The magma crystals consumed by the Magmarians are strictly rationed so everyone gets what they need. However, occasionally, a Magmarian will consume more than their share, leading to them being exiled.

Ability
Firebrand: Whenever a Magman Rebel Attacks, it may Attack 2 nearby targets.

Tactics
Magman Rebels are outcasts and thus have no regular access to the necessary magma crystals. They search for any crystalline compounds to consume, some even questing to the surface world for sustenance. They lash out at any who draw near.

Seismic Defender
12 Minion

Description
The warrior class of the Magmarian people. Seismic Defenders are powered by additional crystals embedded in their bodies, and can form and wield weapons and shields made from the rock of their homes.

Ability
Crystal Powered: Whenever a Seismic Defender succeeds at its save, it rolls its die as an Attack against all nearby non-Magmarian targets.

Tactics
Seismic Defenders wade into combat with relish, swinging wildly with their massive stone weapons. They exist to fight so other Magmarians don't have to, so they do not fear being extinguished in combat.



Ur-Crystal Behemoth
10 Lieutenant

Description
Crystalloid Behemoths were a subterranean creature that grew naturally in the magma crystal fields. They were thought to be hunted to extinction by the Magmarians, but now a more primordial form of the Behemoths has emerged, more intent on the destruction of any living creatures, Magmarian or otherwise.

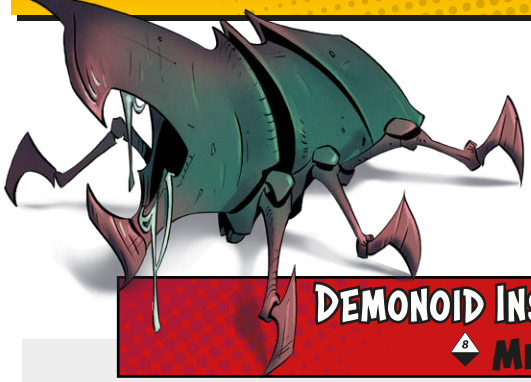
Ability
Fire-Eater: Whenever an Ur-crystal Behemoth destroys a Magmarian or other notable source of heat, increase its current die size by one (maximum 12).

From the Stone: Ur-crystal Behemoths have a +1 to their save rolls.

Tactics
Ur-crystal Behemoths seem genetically imbued with a hatred of warm creatures. They hunt down and destroy whatever hottest and most vulnerable targets they can reach.



Thematic Enemies



Demonoid Insect
8 Minion

Description
This bug is not only too big to be a normal bug, it also whispers the names of people you thought you'd forgotten.

Ability
If You See One: While a Demonoid Insect is larger than a 4, it can use an action to roll its die to add that many 4 sized Demonoid Insects to the scene.

Tactics
A single Demonoid Insect seeks to swarm by taking its special action as often as possible. However, if there are many Demonoid Insects, they attempt to swarm whatever targets seem most digestable.

Fleshchildren
10 Minion

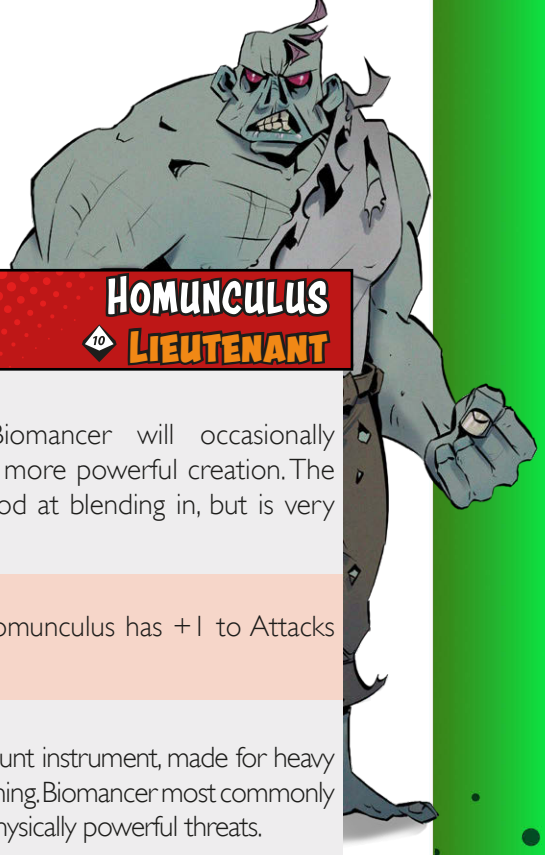
Description
These very normal looking and seeming people are, in fact, flesh and metal creations of the nefarious Biomancer! But you might have never figured it out...

Ability
Blend In: Fleshchildren have +1 to all actions while not yet exposed as a Fleshchild.

Tactics
While not yet discovered or activated, Fleshchildren seek to be as "normal" as possible. Most don't even know they're not the real deal, yet! However, once revealed, they fight without regard for their survival, mobbing whoever Biomancer directs them to.





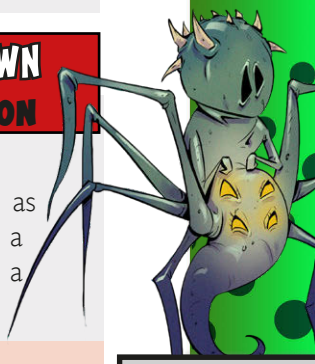


Homunculus
10 Lieutenant

Description
The flesh-shaping Biomancer will occasionally make a far larger and more powerful creation. The Homunculus is no good at blending in, but is very good at violence.

Ability
Wall of Flesh: The Homunculus has +1 to Attacks and to save rolls.

Tactics
The Homunculus is a blunt instrument, made for heavy lifting and heavier punching. Biomancer most commonly uses them to oppose physically powerful threats.



Hul-Spawn
8 Minion

Description
The spawn of the dread xxtz'Hulissh are as varied in appearance as the leaves from a thousand trees or the flakes of snow in a blizzard. They're also incredibly creepy.

Ability
Gaze of the Archfiend: When Hul-Spawn take a Hinder action, they may destroy themselves to apply that penalty to all non-Hulissh targets that can see the Hul-Spawn and/or xxtz'Hulissh.

Tactics
Hul-Spawn are the uncountable inhabitants of the demon-dimension within the gaping maw of xxtz'Hulissh, and he can let them loose in great numbers. They are not native to this realm, and seek to leave it as quickly as possible by either throwing themselves into combat or sacrificing themselves for their dread leader.



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Typical Combatants



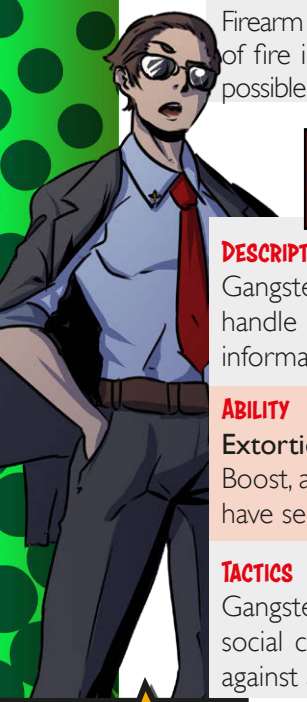
"Firearm"
8 Lieutenant

Description
Firearm used to be a minor villain who went by the name Char. He underwent a series of invasive experiments during the events leading up to OblivAeon, granting him more control over his power, but even less of a grasp on morality.

Ability
Unstable Ignition: Whenever Firearm Attacks, roll his die twice and use the higher result. If he rolled the same number twice, reduce his die size by one.

Firewall: Whenever Firearm succeeds at his save, use that roll as an Attack against his attacker.

Tactics
Firearm gets into the thick of combat, swinging his arms of fire in an attempt to ignite as many opponents as possible.



Gangster
10 Minion

Description
Gangsters are often well connected and have a handle on social and societal pressures, using that information to their advantage.

Ability
Extortion: Gangsters have a +1 to all Overcome, Boost, and Hinder actions in a situation where they have sensitive information.

Tactics
Gangsters avoid physical confrontations, preferring social conflicts where they can leverage their info against any who would harm their profits.



Mean Streets Pugilist
8 Minion

Description
When you're a big fella with big fists, sometimes you just lean into that.

Ability
Scrapper: Mean Streets Pugilists have a +1 to Attack actions.

Tactics
Pugilists are all about Attacking. They'll only take another action if they really need to.

Mean Streets Rioter
6 Minion

Description
Fight the man! Burn it down! These rioters might not know what exactly it is they're lashing out against, but that won't stop them from lashing out!

Ability
Molotov: When Mean Streets Rioters make Hinder actions, they can Hinder up to 3 nearby targets.

Tactics
Rioters want to make as much of a mess as possible. They disrupt groups and cause chaos.





Mean Streets Shooter
6 Minion

Description
These thugs aren't particularly good at aiming, shooting, or any of the proper care and cleaning of their guns, but they have guns and a willingness to use them.

Ability
Pistols Akimbo: When Mean Streets Shooters make Attack actions, they can Attack up to 3 targets in range.

Tactics
Shooters try to get to a place where they can shoot at as many opposing targets as possible, while staying out of melee range.

Mean Streets Tough Guy
8 Minion

Description
Toughs speak loudly and carry a big stick with nails in it! Nuance is not one of their strong suits.

Ability
Big Fella: Mean Streets Toughs have a +1 to their save rolls.

Tactics
As Toughs are particularly hardy, they like to get to close range with their foes and stay there, letting other thugs handle the more elaborate parts of whatever conflict they're engaged in.





Mean Streets Wrecker
6 Minion

Description
Some street toughs don't stoop to the standard fare of fists, clubs, or guns. Instead, they fight with some flair.

Ability
Chain Whipping: Mean Streets Wreckers have a +1 to Hinder actions.

Tactics
Wreckers are best when supported by other minions who can take advantage of their penalties. Alone, they'll alternate between Hindering and Attacking.

Ninja
10 Minion

Description
Sneaking unseen through defenses, striking from the shadows, and wielding specialized weapons with great skill are all hallmarks of the ninja.

Ability
Stealthy Strike: Ninjas have a +1 to Attacks and Hinders made against combatants that are unaware of them or who have lost track of them.

Tactics
Ninjas stick to the shadows, leaping in and out of combat to distract and damage their foes without ever losing the upper hand of stealth and surprise.

"Seer"
10 Lieutenant

Description
The Seer used to be a mortal man who dabbled in extradimensional power to take on heroes such as Fanatic and Argent Adept. Then, he was imprisoned in the Void and has only recently reappeared, his form clearly twisted by his time in the Void.

Ability
Void Host: Whenever Seer takes a Hinder action, make the resulting penalty Persistent and Exclusive. Then, Seer may end up anywhere else in the scene.

Tactics
Seer is able to step in and out of the Void, but not without cost. When he does, he leaves damage to the fabric of reality. He cares little for such things, though — he Hinders his foes and moves about the battlefield with reckless abandon.





Soldier Grunt
8 Minion

Description
A standard military soldier, outfitted with standard modern military gear.

Ability
Squad Goals: Soldier Grunts have +1 to Attack and Boost actions while near other Soldier Grunts or Soldier Sergeants.

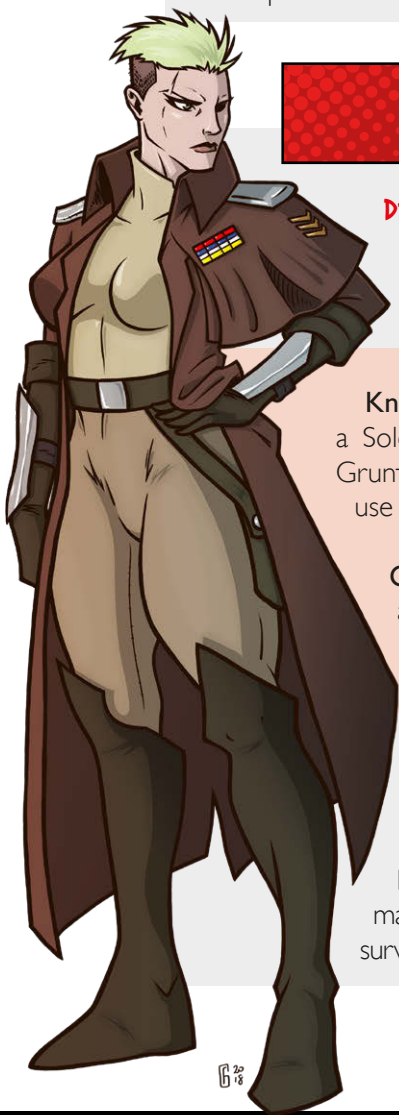
Tactics
Soldiers work best in their squads, or at least supported by a Sergeant. They attempt to move and work as a unit, Boosting each other to maximize their impact.

Technician
6 Minion

Description
Maybe they're operating machinery at a dig site, or taking readings in an alien warehouse, or monitoring a bank of fancy computers. Regardless, these are scientists, not fighters.

Ability
Specialized: Technicians cannot Attack or Defend, but they have a +3 to Overcome actions.

Tactics
In combat, they flee and/or cower. But if they have a specific job to work on overcoming a challenge and feel adequately protected, they can be quite effective.



Soldier Sergeant
8 Lieutenant

Description
A military leader who is directly involved in the conflict, fighting alongside the other soldiers.

Ability
Know Your Troops: Whenever a Soldier Sergeant Boosts a Soldier Grunt, they roll their die twice and use the higher result.

Get Back In There!: Whenever a nearby Soldier Grunt at 4 succeeds on their save roll, increase their die size by one

Tactics
Soldier Sergeants are excellent force multipliers for Soldier Grunts, both from their potent bonuses and also their ability to make squads of soldiers much more survivable.



Intro
Playing the Game
Creating Heroes
Moderating the Game
The Bullpen
Adventure Issues
The Archives
Appendices

Environments

Meanwhile...

Environments have always been an important part of ***Sentinel Comics***, in all of its many forms of storytelling. The place where heroes and villains clash isn't some featureless void; the locations of those conflicts have personality and life of their own. They're full of quirks and surprises, innocent bystanders, dangerous forces, and potential opportunities for either side to turn the tide.

In ***Sentinel Comics: The Roleplaying Game***, environments are just as meaningful as ever. The stories that unfold over each scene in an issue can be enhanced and influenced by their environment. These environments are places of importance to the heroes, the villain, and the world itself. They each have major roles to play, both in the history of this world as well as the stories that have not yet played out in the pages of ***Sentinel Comics***.







Environments provide flavor and setting for scenes, but they also come with their own dice pool and set of twists for each zone. The twists provide the GM with tools and prompts for connecting the action in a scene to the location in which that action is taking place. Additionally, the escalation of each environments' twists from the green zone, to the yellow zone, and ultimately the red zone show how that particular environment reacts to the stresses and dangers of super-powered combat.

Each of these environments have been created with the guidelines set out in Chapter 5, but you might notice a number of unique mechanics among their twists. Environment twists create a sense of life and realism in a scene, and the twists built for each of these environments correspond to important storytelling elements of that setting.

Megalopolis

Country: United States
State: Connecticut
Settled: circa 1691
Incorporated as town of New Colchester: 1784
Incorporated as city of New Colchester: 1876
Renamed Megalopolis: July 4, 1976
Area: 405 sq mi (1049 km^2)
Elevation: 36 ft (11 m)
Population: 8.5 million
Demonyms: Megalopolan, Megalopolite
Time zone: UTC−05:00 (EST)

Established in 1876 as New Colchester, an economic hub for local farming villages, the massive city now known as Megalopolis has grown and flourished significantly over the decades. With a vibrant downtown and economic growth driven by a series of innovative infrastructure projects, Megalopolis has become a hub of finance, culture, and entrepreneurship. Thousands of tourists enjoy the museums and restaurants along the historic riverfront every day, or take the monorail to the arts district for cutting edge theatre and music.

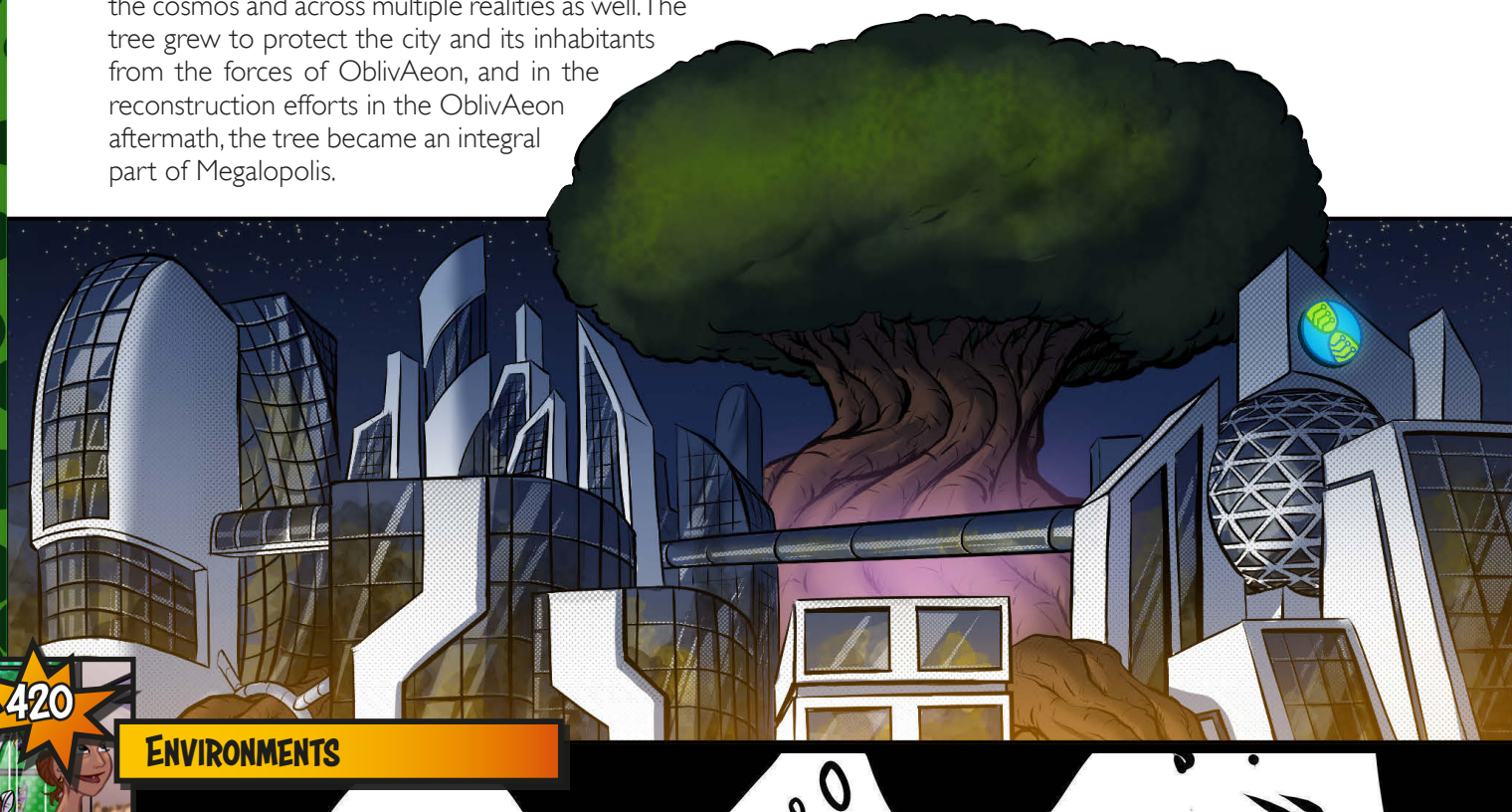
The beautiful city skyline is dominated by a massive tree, several orders of magnitude larger than any other known tree on Earth. This tree is the "Akash'Flora" tree — a remnant of a terrible battle known as the "OblivAeon Event", which took place not just across the entire planet, but throughout the cosmos and across multiple realities as well. The tree grew to protect the city and its inhabitants from the forces of OblivAeon, and in the reconstruction efforts in the OblivAeon aftermath, the tree became an integral part of Megalopolis.

The roots of the Akash'Flora tree run throughout the infrastructure of the entire city, and the Megalopolis power grid is supplemented by the tree's natural energy, making Megalopolis the most "green" city in the world.

For all of its beauty and positive qualities, Megalopolis has also been the site of great tragedy. Numerous villainous foes have attacked the city, each with their own agenda and plot. From Baron Blade's attempt to bring down the moon to defeat his greatest nemesis, to Citizen Dawn's destruction of the wealth of the city, to Omnitron's robotic rampage, to Grand Warlord Voss's gene-bound alien invasion, Megalopolis is no stranger to the villainous forces of the world.

Though many major crises have struck the city over the decades, Megalopolis has been home to two generations of America's finest hero, Legacy, and the hero team known as the Freedom Five, who served as both guardians and inspirations to its citizens. They protected Megalopolis against countless incursions and deadly plots, making their home in the Freedom Tower Headquarters. However, in the aftermath of the destruction of Freedom Tower during the OblivAeon event, much has changed.

Recently, the Freedom Five became something more, renaming themselves the Sentinels of Freedom and taking on more of a role as teachers and stewards within their new headquarters and outreach location, Freedom Plaza. Megalopolis has always had its heroes to protect it, and with the Sentinels of Freedom based here, it always will.



MEGALOPOLIS

CITY OF THE FUTURE 8
AKASH'FLORA SYMBIOSIS 10
MONORAIL 8



GREEN

Minor Twists

Public Defenders: Megalopolis Police officers show up to help out. Roll the environment dice. Either use the Max die as an Overcome against a challenge in the scene or use the Min die as an Attack against all opponents of the heroes.

Traffic Pileup: The conflict is causing a mess of the roadways. This is going to make things more complicated, especially for anyone trying to get around. Roll the environment dice as a Hinder using the Mid die against any heroes on foot in or near the streets.

Major Twist

Hostage Situation: A villain or minions thereof have taken some civilians hostage!

☐☐ **Save the civilians!**

Roll the environment dice. Hinder all heroes with the Min die. That penalty is persistent until this challenge is completed.

YELLOW

Minor Twists

Panicking Crowds: The danger has risen to a level that the public has lost all faith in the heroes to save them. Roll the environment dice. Hinder each hero with the Mid die.

☐ **Calm the crowd.**

Until this challenge is completed, on each environment turn, each hero must destroy one of their Bonuses.

Paparazzi on the Scene: The press have arrived to cover whatever is going on, and though they're giving positive press for the heroes, they're still getting in the way. Roll the environment dice. Boost the hero who most recently acted with the Min die. Hinder all other heroes with the Max die.

Major Twist

Exposed Root System: The fighting has exposed a major root section of the Akash'Flora tree! It would be bad for the tree and for the city if it gets damaged. Add a 10 Lieutenant to the scene called "Root System". On its turn, roll its die and Restore that much Health to the closest hero. If that Lieutenant is ever destroyed, advance the scene tracker one space. Then, roll the environment dice. Attack and Hinder each target in the scene using the Mid die.

RED

Minor Twist

Impending Casualty: An innocent Megalopolis citizen is directly in harm's way! Can you get to them in time?

☐ **Save the citizen**

If this challenge is not completed before the next environment turn, roll the environment dice. Hinder all heroes with the Mid die.

Rioting in the Streets: Megalopolis has devolved to chaos! Roll the environment dice. Hinder each hero with the Max die. Boost each villain and their minions and lieutenants with the Mid die. Attack each hero with the Min die.

Major Twist

Plummeting Monorail: A monorail car has been knocked loose from the tracks!

☐ **Prevent the monorail car from crashing to the ground**

If this challenge is not completed before the next Environment turn, the resulting explosion is devastating. Roll the environment dice. Attack each target in the scene with the Max+Min dice. Hinder each surviving target with the Mid die. That penalty is persistent and exclusive.

Freedom Plaza

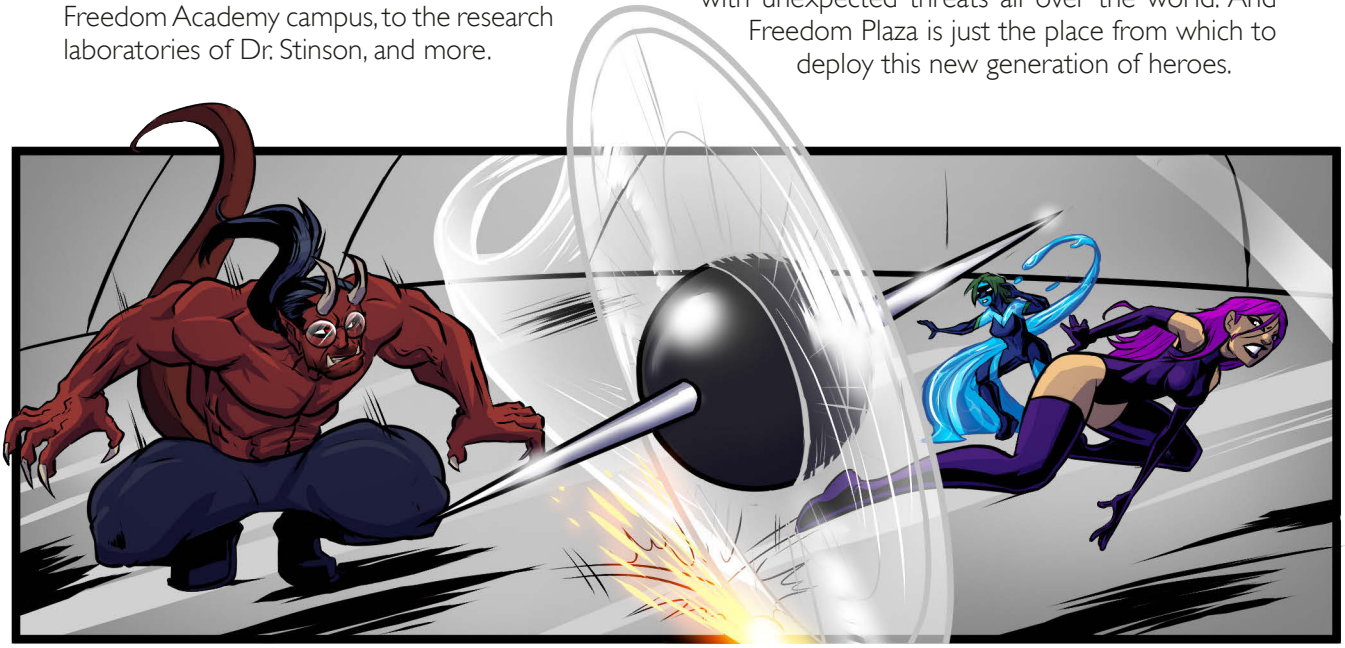
Full Name: Sentinels of Freedom Academy of Heroics and Justice
Motto: Nulla enim minantis auctoritas apud liberos est
Motto Translation: To freemen, threats are powerless.
Established: 2018
Administrator: Paul Parsons
Location: Megalopolis, Connecticut, United States
Campus Size: 960 acres
Staff: 417 (including academic staff and operations employees)
Students: 63 (full time), 109 (part time)
Newspaper: The Silver Sentinel
Colors: Blue and Silver
Open to the Public from 9AM - 7PM
To inquire about space for meetings and events, please contact: steph.dismas@SF_Plaza.com or call 959-555-4376

The sprawling campus known as the Sentinels of Freedom Academy was established in the aftermath of the devastating OblivAeon event as a place where a new generation of heroes could be trained, equipped, and brought together to protect against the threats of this world and beyond. It serves multiple purposes, from the headquarters of the Sentinels of Freedom hero team, to the Freedom Academy campus, to the research laboratories of Dr. Stinson, and more.

The hero Heritage is the primary administrator of the Sentinels of Freedom Academy, though with his responsibilities with G.L.O.B.A.L., he is often seen as a figurehead at Freedom Academy. Each of the heroes on the Sentinels of Freedom team teach a variety of courses here, including some adjunct team members, such as Time-Slinger, Visionary, and Argent Adept. Courses are taught on a wide breadth of heroing topics — everything from Crimefighting 101 to Identifying Doomsday Devices and Color Coordinating Your Hero Outfit.

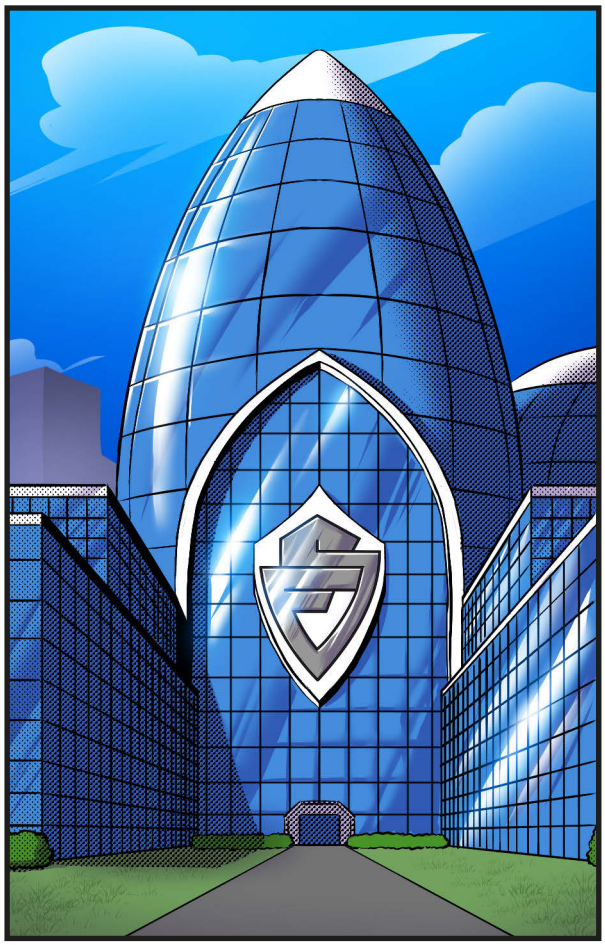
Freedom Plaza is more than just a school for would-be heroes. The Freedom Academy is certainly part a major part of Freedom Plaza, but the site of the destruction of Freedom Tower is home to a vast network of interconnected sites. There you can find Legacy Park, a memorial park to the heroes who have protected the city of Megalopolis and the world from all manner of threats. The Akash'Flora tree grows there, as well. There are museums, monuments, and more, all near the campus of the Freedom Academy.

Heroes of all ages and experience levels are encouraged to enroll in the Freedom Academy, both for the sake of learning more and growing as a community of heroic individuals, as well as keeping closely guarded records on as many heroes as possible. The registrar's office has some of the most intense security, as keeping the identities and personal information of the heroes secret and safe is of utmost importance, but the Sentinels of Freedom also depend on having that information so they can best deploy heroes to deal with unexpected threats all over the world. And Freedom Plaza is just the place from which to deploy this new generation of heroes.



Freedom Plaza

Cutting-Edge Facilities 8
Heroes in Training 6
Superpowered Professors 10



Green

Minor Twists

Breakout: Dangerous creatures under study here have broken loose! Roll the environment dice. Introduce a number of minions equal to the Mid die of a die size equal to the Min die.

Campus Tour, Interrupted: The fight runs into a group of potential students! Roll the environment dice. Hinder one hero using the Max die. If you roll doubles, use that die value as an attack against the nearest enemy.

Major Twist

Campus Alert: The alert system is engaged. Roll the environment dice. Defend all targets equal to the Max die. Hinder all targets equal to the Mid die. Advance the scene tracker a number of spaces equal to the Min die.

Yellow

Minor Twists

Class is Cancelled!: A classroom full of bewildered students. Roll the environment dice. Hinder all heroes using the Max die. If you roll doubles, use that die value as an attack against the nearest enemy.

Found Arsenal: Your foe found a weapons locker! Roll the environment dice. Boost the nearest enemy with the Max die. Make that bonus persistent and exclusive.

Major Twist

A New Hero on the Scene: A hero in training arrives. Roll the environment dice. Introduce a lieutenant to the scene that is a hero ally. The Min die size is the die size of the lieutenant. Use the Mid and Max dice on this chart to determine the name of the hero. (Or make up your own name.)

ROLL	MID DIE RESULT	MAX DIE RESULT
1	Red	Cat
2	Orange	Dog
3	Yellow	Lion
4	Green	Wolf
5	Blue	Python
6	Indigo	Ape
7	Violet	Hawk
8	White	Parakeet
9	Black	Elephant
10	Brown	Tiger

Red

Minor Twist

Containment Failure: The conflict has damaged a wing of the research labs here, releasing hazardous materials! Roll the environment dice. Hinder one hero with the Mid die, making the penalty persistent and exclusive. Hinder all targets in the scene with the Min die.

Hiding in the Training Simulator: Your foes have taken refuge in the training simulator, hiding amongst the holographic villain, and they have even hacked the simulator to work against you! Roll the environment dice. Defend all villains, minions, and lieutenants opposed to the heroes using the Max die. If you roll doubles, use that die value as an attack against each hero.

Major Twist

Experimental Defense System Gone Haywire: One of the defensive measures used for either protecting the school or in testing in one of the labs has been compromised! Roll the environment dice. Attack all targets with the Max die. Hinder all targets with the Mid die. If you roll doubles, apply those effects only to the heroes, and any villains Recover Health equal to the Min die.

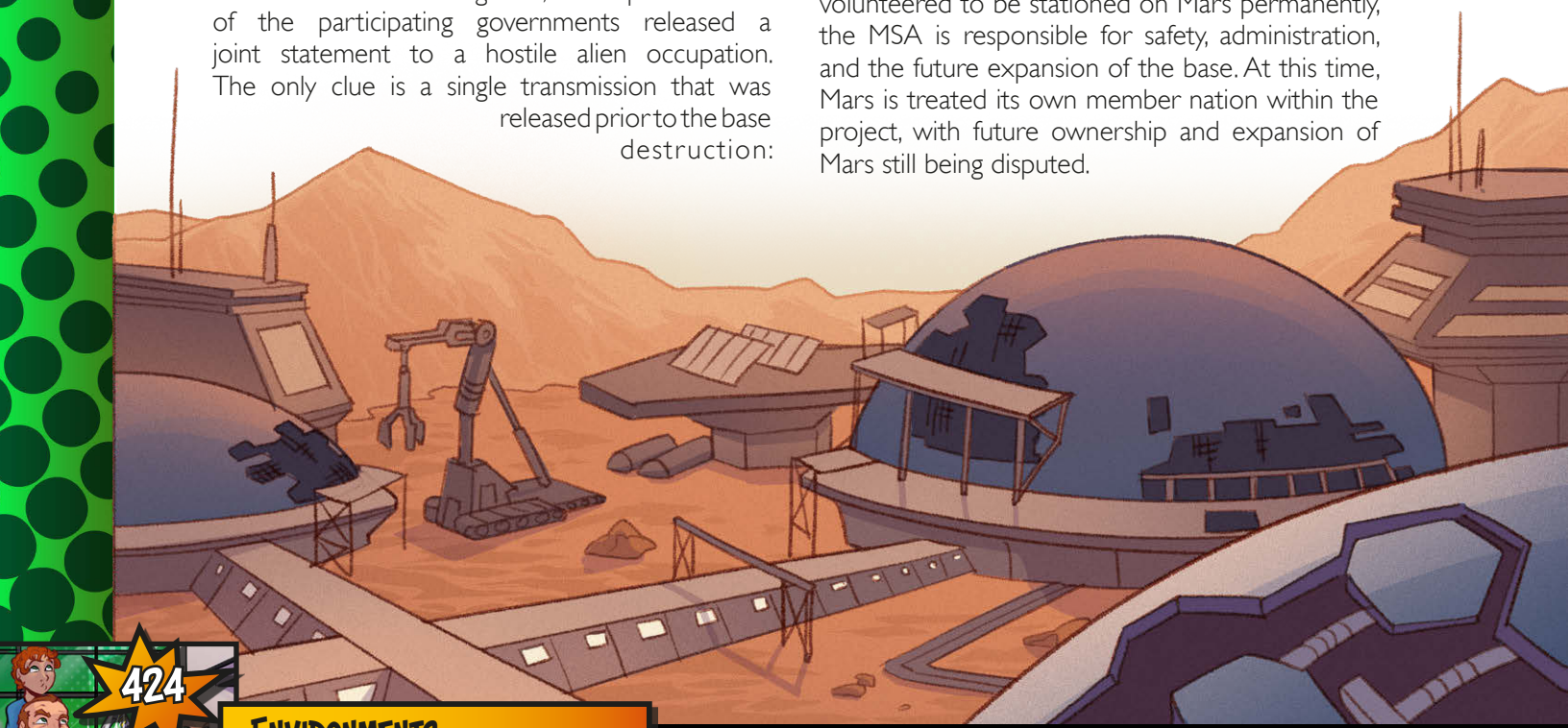
Wagner II Mars Base

Nations initially participating in the Wagner Mars Base project: United States, England, France, Russia, Germany, Canada, Italy, Israel, Japan, China
COSPAR ID: 2018-023F
Call Sign: Beta, Mars Station
Crew: up to 1500
Currently posted: 857
Launch pad: Kennedy LC-39 and CCAFS
Portal teleportation link: Wagner Space Center, Megalopolis, CT
Atmospheric Pressure: 101.3 kPa (14.7 psi; 1.0 atm) oxygen 21%, nitrogen 79%
Average distance from earth: approximately 225 million km
Station Power Source: Nuclear Reactor
Portal Power Source: Classified
Research: Government and Civilian

The circumstances of the destruction of the original Wagner Mars Research Base are shrouded in mystery. All that is known is that the self-destruct code was triggered from within the base during the global catastrophe caused by the cosmic entity now known as OblivAeon. Exactly why the self-destruct was triggered remain unknown to the general public as the base black box was classified during the multinational investigation, and representatives of the participating governments released a joint statement to a hostile alien occupation. The only clue is a single transmission that was released prior to the base destruction: "Scion took the place, but they dinna get ta keep it. Bydand!", followed by a bagpipe song that has been identified as "Cock o' the North." Both are associated with the Gordon Highlanders, a former Scottish regiment of the British army, and Clan Gordon of Scotland. The governments of Scotland and Great Britain, as well as representatives of Clan Gordon, have disavowed all involvement with the destruction of the base.

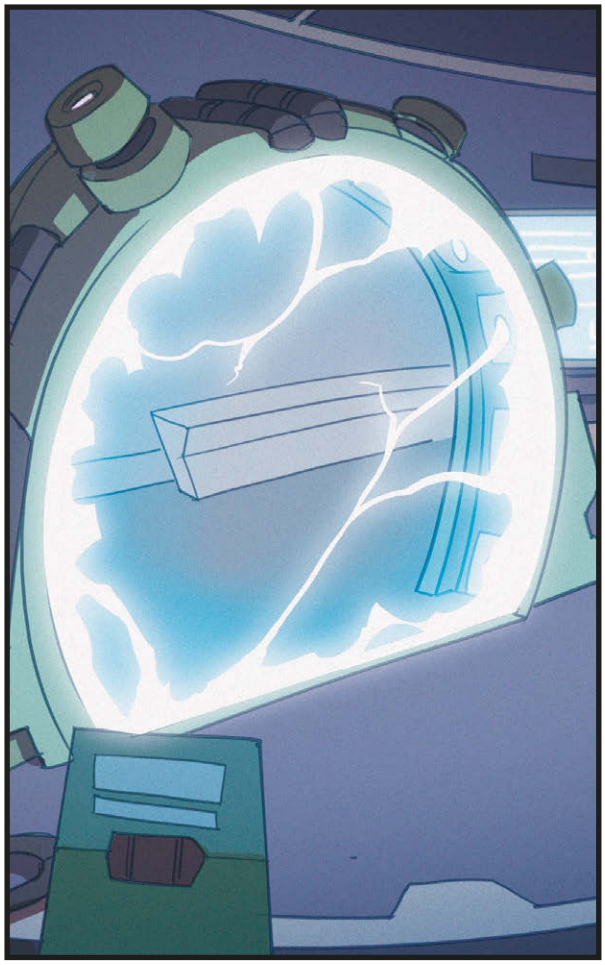
In 2018, the Wagner space program was reinstated as a joint venture between multiple national space agencies and private research laboratories as a two-phase program. The new Wagner base was constructed largely on earth at the Wagner Space Center in Megalopolis, with only a single Mars mission necessary to set up the destination node for an experimental teleportation gate network. Using this gate, sections of the base could be constructed on earth and sent through the origin node at Wagner Space Center to the destination gate on Mars. This also allowed most base personnel and researchers to commute to Mars instead of being stationed there on a semi-permanent basis.

Construction of the gate was made possible with technical assistance from the Maerynian embassy and Stinson labs, both of which had the condition that no one nation could control the base or the gate network. Therefore, the primary nation partners decided that a new multi-national agency would be needed, and the The Mars Space Agency (MSA) was established. Composed of military and civilian personnel from all member nations who have renounced their former citizenship and volunteered to be stationed on Mars permanently, the MSA is responsible for safety, administration, and the future expansion of the base. At this time, Mars is treated its own member nation within the project, with future ownership and expansion of Mars still being disputed.



Wagner II Mars Base

Experimental Tech 10
Pervasive Red Dust 6
Cosmic Weather 8



Green

Minor Twists

Energy Flare: The base's energy matrix has taken some damage here, resulting in a dangerous lash of energy! Roll the environment dice. Attack one hero with the Max die and Attack another hero with the Mid die. Hinder both of them with the Min die.

Sprinkler Malfunction: The fire-suppression system is on the fritz, disrupting visibility and mobility. Roll the environment dice. Hinder the closest hero with the Max die. Hinder the closest enemy with the Mid die. Defend all targets using the Min die.

Major Twist

Trouble in the Biosphere: The life-support systems have been compromised!

☐☐ Bring Life Support Back Online

☐☐☐ Timer

There's enough oxygen left in the base, for now. The air scrubbers are offline, and that's going to be a problem soon. Everytime the scene tracker advances, check off a Timer space as well. If the Timer runs out before the challenge is completed, advance the scene tracker to the second to the last space.

Yellow

Minor Twists

In the Wrong Hands: Your foes have gotten their hands on some experimental devices and are using them against you! Roll the environment dice. Boost all enemy lieutenants and villains using the Mid die. Make those bonuses persistent and exclusive.

Untimely Interference: Unexpectedly, more foes step through the portal to join the fray. Something must be going on back in Megalopolis! Roll the environment dice. Introduce a number of appropriate minions equal to the Max die of a die size equal to the Min die.

Major Twist

Oxygen Leak: Something has broken the base's seal. The contained atmosphere is pouring out and red dust is pouring in!

☐☐ Seal the Leak

Until this challenge is completed, every time the scene tracker advances, check off two spaces instead of just one.

Red

Minor Twist

Quarantine Breach: Some Martian scientists had been quarantined with an unidentified space sickness. The fight has broken that quarantine, and the disease seems to be airborne! Roll the environment dice. Hinder all targets using the Max die. Make those penalties persistent and exclusive.

Meteor Storm: Micro-meteors pelt the base, damaging equipment and threatening life and limb. Roll the environment dice. Attack all targets with the Max die and Hinder all targets with the Min die.

Major Twist

Emergency Portal Protocol: The Wagner II Mars Base has been constructed to self-destruct if anything would catastrophically destabilize the portal, thus threatening the city of Megalopolis and potentially the rest of planet Earth. Things are bad enough that the Protocol is kicking in!

☐☐ Timer

Every time the scene tracker advances, mark a Timer space as well. If the Timer runs out before the scene ends, check off all of the remaining spaces on the scene tracker.

Magmaria

Status: Independent Nation
Flag: None
Capital: Unknown
Language: Magmarian
Religion: Magma Crystal-based Animism
Demonym(s): Magmarian, Magmen
Government: Theocracy
Leader: Unknown
World Organization Membership: None
Approximate Area: 200,000 sq mi (321,868.8 km^2)
Approximate distance to the earth's crust: 1802 miles / 2900 km
Approximate distance to the earth's core: 2188 miles / 3521 km
Approximate temperature range: 129 F / 54 C - 2200 F/ Kelvin
Estimated Population: 230,000
Travel Advisory Level: Red: Do not travel

Magmarians first appeared on the surface in 1952, when a trio emerged from the Megalopolis sewers. Their first act on the surface was to consume the contents of a jewelry store. It was only due to the intervention of the hero Legacy that fatalities were avoided and the jewels recovered. The Magmarians escaped into the sewers and were observed entering tunnels that collapsed behind them.

Contact over the following year was sporadic and frequently violent, as the Magmen seemed intent on injesting precious metals and gems. This all changed in 1984 when Dr. Meredith Stinson created a Magmarian translation device.

She learned that Magmarians require crystalline compounds to survive, and that earlier hostilities were the result of lost harvesters attempting to find a way to survive the "cold" of the surface world. Following this revelation, Dr. Stinson designed a synthetic high energy crystal that could sustain them and led the first human expedition to Magmaria.

Since then, several exploratory expeditions by various private and government organizations have gathered some information about the environment of this fascinating place. Magmaria is composed of a network of caves and tunnels roughly halfway to the planet's core. Geophysicists are currently researching how a cave system at that depth and pressure can have a temperature that can sustain human life, with the leading theory involving the unique mineral compounds known as "magma crystals" acting as a kind of "heat battery", creating zones of tolerable temperature around them. How this process works is not well understood, as it is impossible to recreate on the surface. Magmaria's atmosphere is even less understood, save that it has one with roughly the same nitrogen/oxygen mix as the surface world.

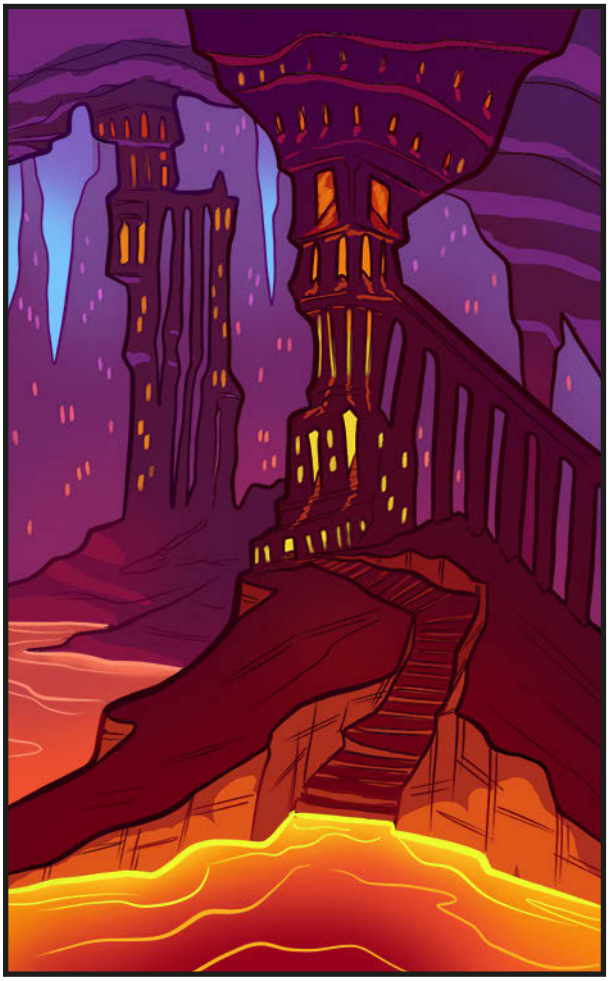
Many questions about their culture remain unanswered. Their language appears to have significant non-verbal components, akin to telepathy, and their culture seems to revolve around the acquisition and ritualistic consumption of magma crystals. They have been observed harvesting and consuming these crystals, led by "ember shamans". The exact position of these shamans in the Magmarian hierarchy is unclear, but they seem to have a great deal of influence over the other Magmarians. Hieroglyphics and carvings on Magmarian structures indicate a complex religion, but as of yet, no Magmarian shaman has ever answered questions about their religious beliefs.

The land of Magmaria currently has no embassies or ambassadors to the surface world.



Magmaria

Scorching Temperatures 10
Magma 12
Subterranean Dwellers 10



Green

Minor Twists

Very Hot: It's too hot here for surface dwellers. Roll the environment dice. Hinder any targets that do not have a reason to be unaffected by the temperature using the Mid die. Make that penalty persistent and exclusive.

Magmarian Envoy: A leader of the Magmarian people approaches. They seem interested in making peace with the surface dwellers. Introduce an Ember Shaman (page 411) to the scene. As long as that Ember Shaman is in play and at its full die size, Magmarian targets will not Attack heroes. However, if the Ember Shaman is ever lower than a 8 or defeated, Magmarians consider heroes their foes.

Major Twist

Magma Crystallization: The unique properties of heat and pressure in this realm creates Magma Crystals from anything broken down here. Destroy one mod on each target. For each mod destroyed this way, add a Crystal Collector minion (page 411) to the scene.

Yellow

Minor Twists

Incredibly High Temperatures: You doubt you could survive this heat for much longer… Roll the environment dice. Attack all targets not immune to fire using the Mid die. Hinder any targets that do not have a reason to be unaffected by the temperature using the Max die. Make that penalty persistent and exclusive.

Magma Eruption: A spout of magma explodes from a rock wall, showering everyone with deadly superheated liquid rock! Roll the environment dice. Attack the three closest targets with the Max die. Attack all other targets with the Mid die.

Major Twist

Structural Collapse: The rock tunnels have been damaged by the conflict and are beginning to collapse in on themselves! Roll the environment dice. Introduce a number of Inner Core Tunneler minions (page 411) to the scene equal to the Mid die. Advance the scene tracker a number of spaces equal to the Min die.

Red

Minor Twist

Hot Enough to Boil Stone: It is so hot in this area that long-term exposure to the temperatures is likely to literally boil the blood in your body. Roll the environment dice. Attack all targets not immune to fire using the Max die. Hinder any targets not immune to fire using the Mid+Min dice. Make that penalty persistent and exclusive.

Magmaria at War: Due to the chaos created by the conflict, soldiers from the Magmarian warrior class have joined the fray to stop anyone who threatens the Magmarian people. Roll the environment dice. Introduce a number of Seismic Defender minions (page 412) to the scene equal to the Mid die. If there are no Ember Shamans in the scene, Attack all targets with the Max die.

Major Twist

Ancient Behemoth Rampage: A massive Ur-Crystal Behemoth leaps from a ledge, intent on killing any thermogenic life form! Introduce an Ur-Crystal Behemoth (page 412) to the scene. It acts next in the action order.

Mordengrad

Location: Eastern Europe
Capital: Mordengrad
Leader: Ivan Ramonat (Title: Baron Blade)
Anthem: Mordengrad Amžinai (Mordengrad Forever)
Motto: We Write Our Own Future
Ethnic Groups: Mordengradi (100%)
Demonyms: Mordengradi, Mordengradian
Population: 40,000 (Approximate: the Mordengradi government is fiercely secretive of census information and does not allow outside study of the country)
Type of Government: Meritocracy (Baron Blade is acknowledged by law to have the most merit)
Languages:Lithuanian, Latvian, Russian, English, Mordengradi (local dialect)
GDP: estimated 20 billion* (Mordengrad does not export or import, so GDP approximation may be incorrect)
Currency: The Mordengradi Luna
Travel Advisory Level: Orange: Reconsider Traveling
Travel Advisory Supplemental: As of Jan 1, 1998, it is illegal for anyone named "Paul" or "Pauline" to enter Mordengrad

Hail Mordengrad! Mordengrad the invincible! Mordengrad the technological wonder of the world! Mordengrad, where no citizen goes hungry or lacks for a place to sleep, and where sickness and crime are things of the past. Mordengrad, where Ivan Ramonat leads with wisdom and strength!

These are the virtues claimed by Mordengrad's ambassadors, ignoring compulsory military service, forced labor, and doomsday device related risks.

Mordengrad's ruler Ivan Ramonat, AKA the villain Baron Blade, has entered the world stage multiple times over the years. The baron's flying fortress has heralded raids by his loyal blade battalions, his inventions have brought the world to the brink of disaster. Baron Blade has clashed with Legacy and the heroes of the world, and countless times has dodged consequences, returning to the city where he rules unquestioned. That may have ended now, with his death during the fight against OblivAeon, where he heroically gave his life so that the Freedom Five could end the cosmic threat once and for all. His body was returned to Mordengrad, so that the city could mourn their beloved leader, but rumors persist that he still lives…

Whatever the case, the engines of Mordengrad churn on endlessly. The people have assignments to complete, orders to fill, and experiments to run. The military remains in a state of readiness, and their walking tanks are ever vigilant against those who would seek to enter uninvited. One thing has changed, however. For the first time, Mordengrad is seeking people with substantial technical skills to immigrate to Mordengrad, though their immigration officers remain quiet about why Mordengrad is seeking an influx of mechanical, chemical, and electrical engineers, particularly if they also have a background in applied science.

For better or for worse, the world will have to wait and see. Knowing what has come from Mordengrad before, there's no telling what the baron is up to.



MORDENGRAD

TECHNO-INDUSTRIAL OPTIMIZATION 10
BLADE BATTALION ARMY 8
LOYAL CITIZENS 6



(H) always equals the number of heroes in a scene.

GREEN

Minor Twists

Battalion Patrols: Blade Battalions patrol the streets, protecting the Mordengradi people and keeping an eye out for any so-called heroes. Introduce (H) Technical Trooper minions (page 407) to the scene.

Dance With The Goat!: You find yourself in a festival, with Mordengradi citizens enjoying music, food, and dancing. You're not welcome. Roll the environment dice. Hinder all heroes with the Max die.

Major Twist

Battalion Leader: A military leader has arrived to coordinate forces against you. Introduce a Battalion Commander lieutenant (page 406) to the scene.

YELLOW

Minor Twists

Auto-Drone-Deployment: Drones for observations and protection are nigh ubiquitous in Mordengrad. Introduce 2 Hover Drone minions (page 408) and 2 Defensive Drones (page 408) to the scene.

In Memory of the Baron: A soldier shouts something in Mordengradi. You catch the name "Ramonat". The other soldiers seem invigorated by the shout. Roll the environment dice. Boost all biological enemies in earshot with the Max die. Defend all biological enemies in earshot with the Min die.

Major Twist

Loyalist: A Mordengradi citizen joins the fight against the foes of Baron Blade! Roll the environment dice. Introduce a lieutenant to the scene. The Max die size is the die size of the lieutenant. Use the Min and Mid dice on this chart to determine the name of the hero. (Or make up your own name.)

ROLL	MIN DIE RESULT	MID DIE RESULT
1	Fast	Jack
2	Hungry	Queen
3	Clever	King
4	Dire	Bishop
5	Big	Knight
6	Mean	Rook
7	Vicious	Pawn
8	Ugly	Armor
9	Tall	Weapon
10	Handsome	Loyalist

RED

Minor Twist

Watching from the Shadows: You have an inescapable feeling that you're being watched… Introduce (H) Stealth Trooper minions (page 407) to the scene. You may choose to not tell the players that the Stealth Troopers have been introduced yet.

The People of Mordengrad: In the midst of the conflict, the inhabitants have taken to the streets to impede your progress. You are surrounded by innocent civilians, old men, women, and children. Proceed with care.

☐☐ Avoid the Crowds

Until this challenge is resolved, all heroes act as if they are in the green zone for purposes of access to and use of abilities and size of status dice.

Major Twist

All Hands Response: Mordengrad is going into lockdown in response to your incursion. Introduce (H) Roboticized Trooper minions (page 407) and 1 Walking Tank lieutenant (page 410) to the scene.

Ruins of Atlantis

Location: South Atlantic Ocean
Coordinates: 34° 37' 59" N, 12° 16' 57" W
Depth: 5698m (18694 feet)
Type: City/Magical Ward
Area: approximately 73 ha (180 acres)
Accessible area: approximately 40 ha (98 acres)
Founded: unknown
Abandoned: unknown
Cause of abandonment: unknown
UNESCO World Heritage Site
Official name: Archaeological area of Atlantis
Type: Scientific, cultural, technological
Designated: 2019
Region: International
Researchers: 14
Krakens: 1
Kraken Tentacles: Uncountable

Researchers have known about the existence of the place called Atlantis for years, but traveling to the bottom of the Atlantic Ocean has made archaeological expeditions prohibitively difficult. The waters around Atlantis is patrolled by an aggressive cephalopod of unknown classification, and while the ruins are sealed and pressurized by some ancient unknowable technology, researchers would have to contend with the ruin's still-active internal defenses, powered by Atlantean artifacts which defy all scientific explanation.

Despite these challenges, a multinational team of researchers has set up a base within the ruins themselves, protected by a pressurized water barrier around the site. The crews of the Atlantis expeditions have learned a healthy respect for the kraken, who seems content to lurk about near the edges of the water barrier, but will reach into the complex if it considers the ruins threatened in any way. Still, deep within the ruins, archaeologists are finding evidence that challenges all conventional theories on human evolution and civilization.

Historians estimate that both the founding and abandonment of Atlantis occurred many thousands of years before the earliest known human settlement of Jebel Irhoud, potentially just under a million years before the human civilization of Mesopotamia. Indeed, it seems the citizens of Atlantis were creating complex technologies about the same time as Neanderthals were learning that stones could be used to hit things.

Atlantean magic is so far beyond current understanding that even to those who are familiar with the weaving of arcane energies cannot account for how it worked, making the fall of their society all the more perplexing. They could seal their city in such a way that it would survive sinking to the bottom of the ocean, but why? What possible catastrophe could cause an entire culture to abandon their city?

When the Atlanteans left their city, it seems they took the secrets of their ancient magic with them. While we can examine their marvels and learn staggering truths about our own history, there are some secrets that seem to have been lost forever.



Ruins of Atlantis

Mystical Defenses 8
Guardian Kraken 10
Atlantean Font of Power 12

Green

Minor Twists

The Kraken Seeks Prey: Roll the environment dice. Hinder three targets nearest the water barrier using the Mid die. Introduce a number of 6 Kraken Tentacles to the scene equal to the Min die.

Water Barrier Disturbances: A stray projectile or spark of energy has disrupted the water barrier.

☐☐ Stabilize the Barrier
Until this challenge is resolved, all actions made here have a -1 penalty.

Major Twist

Activated Pillars: Giant crystalline pillars pulse with energy, radiating waves of power. Until the end of the scene, increase all of the Power dice of the nearest hero and villain by one size.

Yellow

Minor Twists

The Kraken Is Angered: Roll the environment dice. Hinder three targets near entryways or exits using the Max die. Introduce a number of 8 Kraken Tentacles to the scene equal to the Min die.

Forgotten Magics: A magical ward has been activated with bizarre effect! Roll the environment dice. Hinder a target with the Max die. That penalty is persistent and exclusive. If you roll doubles, Attack that target with the rolled value. However, if you roll triples, neither Hinder nor Attack that target. Instead, Boost that target with the rolled value. That bonus is persistent and exclusive.

Major Twist

Water Barrier Fault: A segment of the water barrier begins to flicker, signaling its impending failure.

☐☐ Fix the Water Barrier
☐☐☐ Timer
Every time the scene tracker advances, check off a Timer space as well. If the Timer runs out before the challenge is resolved, roll the environment dice. Attack all targets not in sealed structures with the Mid+Min dice. Hinder those targets with the Max dice. That penalty is persistent until the target gets inside a sealed structure. The Ruins of Atlantis are once again full of water, and the scientific research is paused if not entirely ruined.



Red

Minor Twist

The Kraken Thrashes: Roll the environment dice. Attack three targets near entryways or exits using the Max+Min dice. Hinder three targets near entryways or exits using the Max+Mid dice. Introduce a number of 8 Kraken Tentacles to the scene equal to the Mid+Min dice.

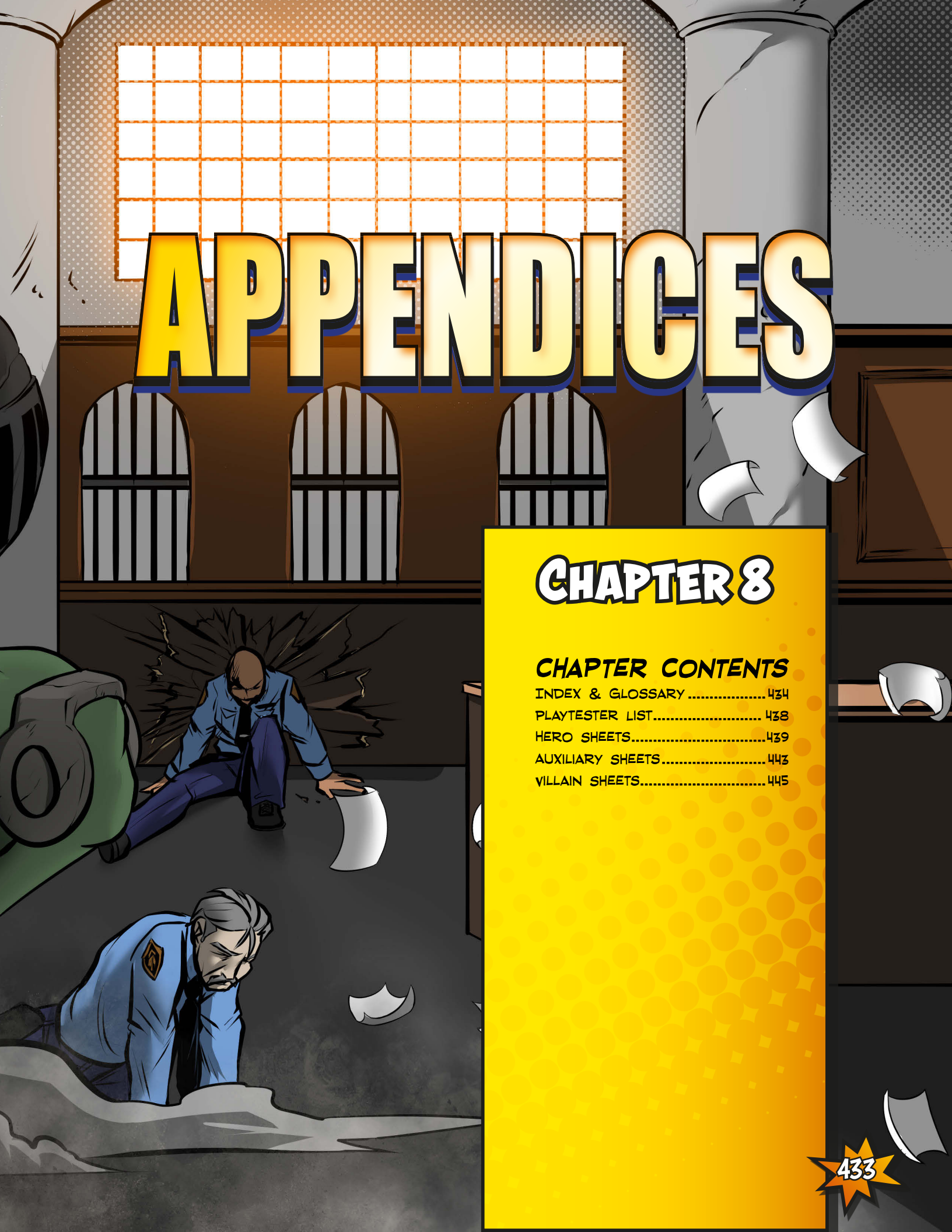
Misapplied Protection: Something has gone awry with the Atlantean defenses. They are now acting as if one of your foes somehow belongs there, providing your foe with protection and power! Roll the environment dice. Defend the most powerful or otherwise notable enemy in the scene using the Max die. Boost that enemy using the Mid+Min dice. That bonus is persistent and exclusive.

Major Twist

Defensive Impairing Field: With a thrumming sound, a translucent green aura fills the area, slowing the minds of all within.

☐☐ Disable the Field
Until this challenge is resolved, all heroes lose access to all of their Reaction and Inherent abilities.





APPENDICES

Chapter 8

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PLAYTESTER LIST 438
HERO SHEETS 439
AUXILIARY SHEETS 443
VILLAIN SHEETS 445

Index & Glossary

Abilities..... 12, 15, 19, 22, 44-45, 154
Tricks, tactics, or talents used in scenes by heroes and villains. For heroes, abilities fall into Green, Yellow, Red, or Out zones. Villains have access to all their abilities, regardless of zone. Abilities modify and combine basic actions in many ways to change how dice are applied and produce unique effects.

Action..... 12, 17, 18-23, 24-29
A thing a character does on their turn. An ability that takes an action to perform uses all of that turn.

Action Order..... 17-23, 164-165
The elective initiative system used in ***SCRPG***. Also, a term for the order in which everyone acts in a scene, which is determined one turn at a time over the course of a round until everyone has acted.

Action Scenes.....9, 15, 159, 161, 184
Combat or action oriented scenes, for brawls, chases, and daring rescues.

Adventure Issue..... 146, 252, 253-266, 267-289
Published ***SCRPG*** playable issues, such as the two in this book in Chapter 6.

Alternate Rewards..... 248-249
Optional rewards to replace the standard hero point bonuses that a GM can choose to offer.

Archetype..... 46, 72-99
A characteristic used during hero creation. How you use your powers and your role in a team of other heroes. A hero's archetype determines some of their powers and qualities, some of their abilities, and their second principle.

Attack.....19, 24
An action used to deal damage.

Auxiliary Sheet..... 12, 45, 443
A sheet secondary to the hero sheet, for holding additional information in the case of heroes with more complicated builds.

Back Issues.....10, 142
Whenever players finish an issue of play, they give the issue a name and number and add it to the Back Issues section of their hero sheet.

Background..... 46, 49-54
A characteristic used during hero creation. Where your hero came from before they became a hero. A hero's background determines some of their qualities and their first principle.

Basic Actions..... 19, 29, 154
The six fundamental types of actions that characters in this game take. See Attack, Overcome, Boost, Hinder, Defend, and the special Recover action. Basic actions can be modified by and used as part of abilities.

Bonus.....26-27
A positive mod representing favorable circumstances that increases the value of an effect die. If not persistent, it goes away after one usage.

Boost..... 19, 26-27
An action used to help yourself or another character, resulting in a bonus.

Bystanders.....148
NPCs that are not specifically foes to the heroes, nor notable allies. The people in the background or on the sidelines. Frequently the people in danger from the villains in the scene.

Challenges.....25, 160-164, 189-199
Obstacles, dangers to NPCs, or complications that must be dealt with in the timeframe of the ongoing scene, most commonly with Overcome actions. There are six types of challenges: Simple (page 161), Linear (page 162), Multiple Solutions (page 162), Branching Outcomes (page 163), Timed (page 164), and Doomsday Devices (page 164).

Collection.....10, 32, 142, 249
When a hero player has 6 Back Issues on their hero sheet, they get erased from the Back Issue section, gathered into a Collection, and recorded on their hero sheet. Collections can be called upon once each issue to maximize a die, negate a twist, or add to the story in a scene.

Constructed Method.....42
Another method of hero creation, following the process of the Guided Method, but ignoring the dice rolling in favor of choosing whatever you want for your hero in each category.

Damage.....19, 24
Damage is dealt as the result of an Attack action. Damage either reduces health, or is rolled against with a damage save, depending on the type of target being dealt damage.

Damage Save.....17
When something represented by a single die, like a minion or a lieutenant, is attacked, it rolls its die as a save against that damage. The results of the save vary by what type of character it is.

Defend.....19, 28
An action used to reduce the next damage to yourself or another character.

Dice.....17
Polyhedrals with a different number on each side, related to the number of sides. Dice used in SCRPG include four-sided dice: 4, six-sided dice: 6, eight-sided dice: 8, ten-sided dice: 10, and twelve-sided dice: 12.

Dice Pool.....20
The three dice a hero or villain roll when taking an action. One die from their powers, one die from their qualities, and one die from their status.

Distance.....168-169
Rather than tracking precise tactical range, distance is addressed as part of the fiction, based on what the GM and the hero players have established.

Effect Die.....21
When rolling a dice pool, the die that gets applied to the action or ability is the effect die. If an ability does not specify an effect die, the Mid die is the effect die. Depending on the ability, there can be multiple effect dice in a single roll.

Environment.....16, 23, 157-158, 160, 240-247, 418-431
The setting of where a scene takes place. When present in a scene, the environment gets a turn in the action order, and the checking off a space on the scene tracker is part of that environment turn.

Example of Play.....5, 18, 19, 20, 21, 22, 23, 24-25, 26, 27, 28, 29, 31, 33, 35, 36-39, 151, 155, 158, 162, 163, 167, 168, 173, 174-175, 180, 189, 190, 191, 200, 201, 203, 204, 245
Snippets of SCRPG played out in the pages of this book to illustrate how certain aspects of the game are used.

Exclusive Mods.....26
Mods that cannot be used in conjunction with another mod of the same type. You can only use one exclusive bonus and be forced to use one exclusive penalty per roll.

Game Moderator (GM).....8, 145-181
The player who frames the story, controls the actions of the NPCs, and ensures that the game rules are applied in a fair and fun way.

Green Zone.....12-13, 147
The highest band of GYRO. A hero has access to their Green zone abilities when their status is anything other than Out.

Guided Method.....42, 46
The primary method of hero creation described in Chapter 3. A way to build a hero in this game that involves a lot of choices, guided by rolling dice to move from step to step to determine the building blocks of your hero.

GYRO.....14, 16, 147
An abbreviation of the four zones of the game: Green, Yellow, Red, and Out. Also the name of the core system of this game.

H icon.....186
This is the handy H icon! It's used to represent the number of heroes in a scene. It does not change over the course of the scene, even if a hero goes to Out or is otherwise removed from the scene.

Health.....14, 113, 239
A measurement of the physical health, composure, and fatigue of a hero or villain.

Health Range.....12-13, 113, 239
The ranges of Health that indicate a character's current personal zone.

Hero.....2-3, 8, 41-143, 179, 181, 292-345
The main characters played by non-GM players, whether created using Chapter 3 or premade, such as the heroes found in Chapter 7.

Hero Advancement.....142-143
The process by which heroes grow and change over the course of many adventures and issues.

Hero Creation.....41-141
The process of making your own ***Sentinel Comics RPG*** hero! All of Chapter 3 is devoted to this. See Guided Method and Constructed Method.

Hero Points.....14, 31
Points earned by heroes in a variety of ways, notably for playing to their principles in scenes and through roleplaying. A maximum of 5 hero points can be earned by each hero over the course of one issue of play. Hero points from a previous issue of play are spent at the start of an issue to gain hero point bonuses.

Hero Point Bonus.....31
Bonuses gained by heroes at the start of an issue by spending the hero points they earned last issue. Hero point bonuses are floating bonuses that can be invoked during the issue they are gained.

Hero Sheet.....10-13, 292-345, 439
The place where all the information you need to run your hero is collected.

Hinder 19, 26-27
An action used to make things more difficult for a character, resulting in a penalty.

Hit the Deck! 29
A basic Defend action taken to protect yourself as a reaction at the cost of a minor twist.

Index Cards 159-160
Our favorite GM play aid.

Inherent 12, 45
An ability which is aways on, requiring no specific response to activate.

Issue 8-9, 142
A single session of play, usually lasting 2-4 hours.

Last Stand 17, 149
When a minion is at a 4, its damage save behavior changes and it doesn't degrade any further. When a 4 minion successfully saves against damage, it survives the attack. Damage that beats the value rolled by a 4 minion defeats that minion, removing it from the scene.

Lieutenants 17, 149, 156, 160, 207, 402-417
Powerful NPCs, each represented by a single die. Usually used as a major opponent of the heroes. Their damage saves are much hardier than the damage saves of minions, but they also have a rule for massive damage on page 149.

Location 16, 158, 160
A specific place within an environment that can involve a bit of complexity in its thematic layout.

Major Twists 25, 29-30, 155
Twists that create very notable and/or long-lasting problems or introduce major threats to the scene.

Max Die 21
When rolling a dice pool, the die that rolled the highest number is the Max die.

Mid Die 21
When rolling a dice pool, the die that rolled the middle number is the Mid die.

Min Die 21
When rolling a dice pool, the die that rolled the lowest number is the Min die.

Minions 17, 148-149, 156, 160, 166, 204-206, 402-417
Standard NPCs, each represented by a single die. Usually used as opponents of the heroes. Most effective in groups.

Minor Twists 25, 29-30, 154
Twists that create unexpected wrinkles or introduce minor threats to the scene.

Mods 22, 26-27, 160
Bonuses and penalties generated with the Boost or Hinder actions.

Montage Scenes 9, 32-33, 159, 171
Narrative focused scenes, for travel, recovery, repair, investigation, etc.

Movement 168-169
If a hero wants to move within the same location, they can do so without an action. If a hero wants to move from one location to another, they spend their whole turn doing so, usually, though they can perform a Boost, Hinder, or Defend action as well.

NPCs 8, 148-156
All characters not controlled by hero players, including villains, minions, lieutenants, environment threats, allies, innocent bystanders, and anyone else controlled by the GM.

Out 12-13, 14, 101-104, 147
The end of GYRO. When Out, a hero only has access to their Out ability. When the scene tracker goes to Out, the scene ends immediately and catastrophically.

Overcome 19, 25, 154, 169
An action used to get past an obstacle.

Penalty 26-27
A negative mod that reduces the value of an effect die. If not persistent, it goes away after one usage.

Persistent Mods 26
Mods that last until the end of the scene, or until they are removed by taking action against them or some other effect.

Personal Status 12, 147
A character's status, based on Health or other factors in the case of some villains. A character's personal status can be different from the scene or environment's status. In those cases, use the status that is closer to Out.

Personality 46, 100-105
A characteristic used during hero creation. Your general demeanor and how you react when under pressure. A hero's personality determines their Out ability and status dice, and also grants them a unique quality.

Player Characters
The hero characters played by all of the players other than the GM. See Hero.

Plot Characters.....150
Named NPCs that play significant roles to advance a story but don't always act in action scenes.

Powers.....15, 20, 47, 115-118
Talents, whether innate, coming from gear or gadgets, or some combination of the two. Powers are stats for both heroes and villains, rated as die sizes from [6] to [12].

Power Source.....46, 56-71
A characteristic used during hero creation. What changed you into a hero and what fuels your powers. A hero's power source determines some of their powers and qualities and some of their abilities.

Principles.....14, 45, 122-141
Representations of a hero's core beliefs and fundamental personality traits. Principles give heroes a roleplaying prompt, as well as minor and major twist questions, and a green zone ability that generates hero points. Principles fall into five categories: Esoteric (pages 124-126), Expertise (pages 127-130), Ideals (pages 131-134), Identity (pages 135-137), and Responsibility (pages 138-141).

Qualities.....15, 20, 47, 119-121
Learned traits and skills acquired through training, education, mentoring, etc. Qualities are stats for both heroes and villains, rated as die sizes from [6] to [12].

Reaction.....12, 29, 45
A thing you can do in reaction to a trigger. Each character can perform only one reaction per round, gaining it back at the start of their turn, unless they have an ability stating otherwise.

Recover.....19, 29, 32-33, 171
A special action used by abilities or in Montage Scenes to get Health back.

Red Zone.....12-13, 106-111, 147
The lowest band of GYRO. Red abilities can only be used when the hero's personal or scene status is in the Red zone.

Results.....17, 21-22
The numbers rolled on dice, either individually or as part of a dice pool. Results can be affected by mods.

Retcon.....112
One of the last steps of hero creation, allowing you to go back and tweak specific mechanical aspects of your hero.

Risky Action.....19
A way to add an extra effect to a basic action by invoking a minor twist. Only works on a basic action, not on abilities.

Round.....15, 23
A cycle of play over which every character and element in a scene has a chance to act on their turn. Once each actor in the scene has taken their turn, the round is over and a new round begins.

Scene.....9, 159-160
The sections of play of the game, falling into three categories, depending on the type of roleplaying happening. See Action Scene, Social Scene, and Montage Scene.

Scene Difficulty.....185-188
Scenes can be built as easy, moderate, or difficult, depending on the number and severity of threats and challenges.

Scene Elements.....146
The pieces of a scene that work together to create the playable game.

Scene GYRO.....16, 147
The particular status of the scene itself. Spaces on the scene tracker are checked off as the scene progresses, moving from Green to Yellow to Red. If the scene tracker runs out of checkable spaces, the scene goes to Out and ends in some catastrophic fashion.

Scene Tracker.....15, 16, 23, 147-148, 159, 188
A series of spaces broken up into Green, Yellow, and Red zones that measures the tension and danger in the scene.

Sentinel Comics.....2, 291-431
The (fake) comic book company that prints such iconic titles as Justice Comics, Mystery Comics, Sentinels of Freedom, and more! Sentinel Comics is the name of the IP of this game, as well as many others.

Social Scenes.....9, 34-35, 159, 169-170, 184
Interpersonal focused scenes, for dramatic and interesting interactions among characters, whether heroes or NPCs.

Status.....14, 16, 20
A stat that changes based on health for heroes and some villains, notable factors for other villains, and can be affected by the scene itself, based on the scene tracker. The four zones of status are Green, Yellow, Red, and Out.

Status Dice.....12-13, 101-105
The dice assigned to each zone for a hero or a villain with status based on Health, chosen during creation of that character. Rolled as part of a dice pool.

Threats.....150-151
Hostile minions, lieutenants, and villains. Introduced by the scene and by the environment.

Turn.....9, 15
The times that characters or other elements act in a scene. Heroes have turns, but so do minions, lieutenants, villains, environments, and even the scene itself. A turn tends to represent around 1 to 3 panels of a comic book.

Twist.....14, 25, 29-30, 154-155, 166-167, 200-203, 244-245
A complication or unintended consequence that changes the story in unexpected ways. Usually the result of hero Overcome actions. Twists cannot undo the success of the Overcome action.

Villain...16, 149, 152-155, 160, 179, 208-239, 346-401
The primary antagonists of the game. Villains have names, powers, qualities, a factor that determines their status, and abilities. They may also have upgrades and masteries.

Villain Approaches.....152, 208-219
A characteristic used during the process of villain creation. The way a villain takes on obstacles.

Villain Archetypes.....152, 220-234
A characteristic used during the process of villain creation. The sort of villain a particular villain is.

Villain Masteries.....149, 238
An extra ability that upgraded villains have that allows them to always succeed at a specific type of Overcome action.

Villain Sheet.....152-153, 346-401, 445
The place where the mechanics a GM needs to run a villain are found.

Villain Upgrades.....149, 235-238
Additional abilities and elements in a villain's stats that make them more powerful or give them more options.

X-Card.....176
A safety tool to protect all players at the table.

Yellow Zone.....12-13, 147
The middle band of GYRO. Yellow abilities can only be used when the hero's personal or scene status is in either the Yellow or Red zone.

Zones.....14
An abstract representation of how dire a situation is, for a character personally or for the scene as a whole. Being in a specific zone has different mechanical effects, from the status dice a hero uses to what abilities they have access to. The four zones are Green, Yellow, Red, and Out.

Playtester List

Many thanks to all of the fantastic people who playtested ***Sentinel Comics: The Roleplaying Game*** over its many years of development, including Michael J. Ahlers, Christopher Battles, Rob Brown, Christopher Dade, Luke N Davison, Zach Denoncour, Tommy Maranges DiPiero, Rob Donoghue, Trin Garritano, Carlo Gonzalez, Bryan Graham, Christopher Hatty, Fred Hicks, Will Hindmarch, Kenneth Hite, Justin Jacobson, Brian Jewett, Jaclyn Kaufman, Steve Kaylor, Mike Laidlaw, Benjamin Larsen, Russ Luzetski, Nicole M, Craig McRoberts, Cory O'Brien, Susannah Paletz, Isaac Payne, Cole Preece, Tim Rodriguez, Eric Simon, Colin Stratton, Bill Stull, Brent Ur, Paul Watson, Darren Watts, Patrick Weekes, Samuel Zhu, Kenneth Zieres, Jim Zvonec, legions of sharp-eyed Kickstarter backers, and countless additional playtesters at numerous conventions including Gen Con, Metatopia, JoCo Cruise, PAX, DC Game Day, Origins, and many more!

SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME

ALIAS

PHYSICAL ATTRIBUTES

GENDER | AGE | HEIGHT

EYES | HAIR | SKIN

BUILD

COSTUME/EQUIPMENT

CHARACTERISTICS

BACKGROUND | POWER SOURCE

ARCHETYPE | PERSONALITY

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

HERO POINTS THIS ISSUE:

HERO POINT REWARDS

+1

+2

+3

+4

BACK ISSUES

COLLECTIONS

HERO NAME	ALIAS	PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE

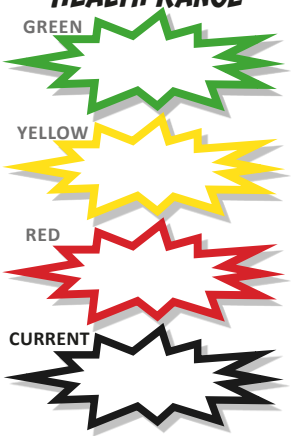
STATUS DICE

GREEN

YELLOW

RED

HEALTH RANGE



ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Principle of		
	Principle of		

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT

RED ZONE

ICON	NAME	TYPE	GAME TEXT

OUT

SENTINEL COMICS THE ROLEPLAYING GAME

PLAYER

HERO NAME **ALIAS**

PHYSICAL ATTRIBUTES

GENDER | AGE | HEIGHT

EYES | HAIR | SKIN

BUILD

COSTUME/EQUIPMENT

CHARACTERISTICS

BACKGROUND | POWER SOURCE

ARCHETYPE | PERSONALITY

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

HERO POINTS

THIS ISSUE:

HERO POINT REWARDS

+1

+2

+3

+4

BACK ISSUES

COLLECTIONS

HERO NAME	ALIAS	PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE

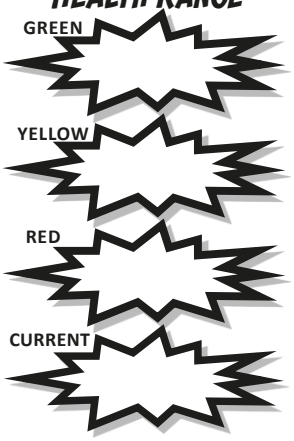
STATUS DICE

GREEN

YELLOW

RED

HEALTH RANGE



ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Principle of		
	Principle of		

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT

RED ZONE

ICON	NAME	TYPE	GAME TEXT

OUT

SENTINEL COMICS THE ROLEPLAYING GAME

Hero Name

SENTINEL COMICS THE ROLEPLAYING GAME

Hero Name

Villain Name

ALIAS:

APPROACH:

ARCHETYPE:

SENTINEL COMICS THE ROLEPLAYING GAME

Health

Current Health

Powers	Die Type	Qualities	Die Type	Status:	Die Type

Abilities

Icon	Name	Type	Game Text
	U		
	M		

VILLAIN NAME

ALIAS:

APPROACH:

ARCHETYPE:

SENTINEL COMICS THE ROLEPLAYING GAME

HEALTH

CURRENT HEALTH

POWERS	DIE TYPE	QUALITIES	DIE TYPE	STATUS:	DIE TYPE

ABILITIES

ICON	NAME	TYPE	GAME TEXT
	U		
	M		


DISPARATION
SENTINEL 50 COMICS
BADELL REBOTTARO BENDER
100-PAGE MONSTER!
DEEPEST SPACE
SENTINEL COMICS #1
IN A 6-ISSUE MINI-SERIES!
COSMIC TALES
THRAANDUR
MORE TALES TOLD WITHIN, INCLUDING:
SENTINEL COMICS #541
STILL THE MOST STELLAR COMIC ON EARTH!
COSMIC TALES
SENTINEL COMICS #037
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