

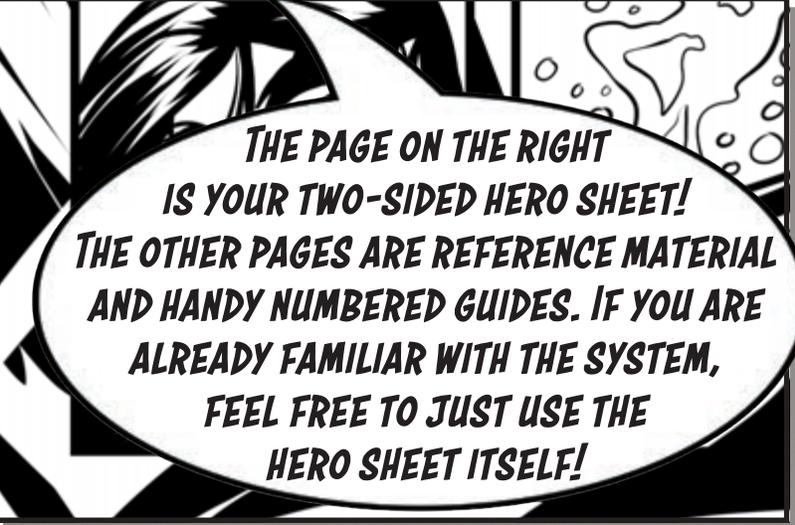
**SENTINEL
COMICS**
THE ROLEPLAYING GAME

1 | CHARACTER
BOOKLET

BUNKER



**THE HUGE POWER SUIT
THAT CHANGES MODES AND
WIELDS THE RIOT CANNON!**



THE PAGE ON THE RIGHT IS YOUR TWO-SIDED HERO SHEET! THE OTHER PAGES ARE REFERENCE MATERIAL AND HANDY NUMBERED GUIDES. IF YOU ARE ALREADY FAMILIAR WITH THE SYSTEM, FEEL FREE TO JUST USE THE HERO SHEET ITSELF!

1 HERO PICTURE

An artistic representation of your hero.

2 PLAYER NAME

This is you! Put your name here to keep track of your sheets.

3 HERO NAME

This is the name of your hero.

4 ALIAS

When not in engaging in heroics, what identity does your hero assume? The name they are known by is their alias.

5 PHYSICAL ATTRIBUTES

The details about your character, from the way they look to the clothes they wear and the gear they carry.

6 CHARACTERISTICS

These are the four building blocks that make up every hero. Background is where they came from. Power Source explains how they have the ability to fight crime. Archetype is what kind of hero they are. And Personality is their personality!

7 PRINCIPLES

Every hero has two basic principles 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. Your GM will tell you when to invoke those twists. Also, on the next set of pages, you have a Green ability related to each of your principles.

8 HERO POINTS

Hero points are gained when you use the abilities tied to your principles. Hero points can be used between issues (sessions of *Sentinel Comics: The Roleplaying Game* are called "issues") to obtain bonuses, which you record by filling in the ovals next to the size of bonus you obtained.

9 HERO POINTS THIS ISSUE

Whenever you gain a hero point, mark one of these ovals. At the end of each issue, you'll transfer all of the points from this section to the Unspent Hero Points section on the left. Each hero can gain up to five hero points per session.

10 BACK ISSUES

Whenever you finish an issue, you and your allies give that issue a name and number and record it here.

11 COLLECTIONS

Once you have six back issues, gather them all into a collection, name that collection, and erase all of the issues in it from the Back Issues section.

Collections can be called on during play to either maximize a die in a die pool, or to create a bit of story within a scene, as outlined on pages 11 & 12 of the Gameplay Guide.

After a collection has been invoked, check the box next to the name of that collection to note that it has been used for this issue. At the beginning of an issue, erase all of the marks by the collections, refreshing them.

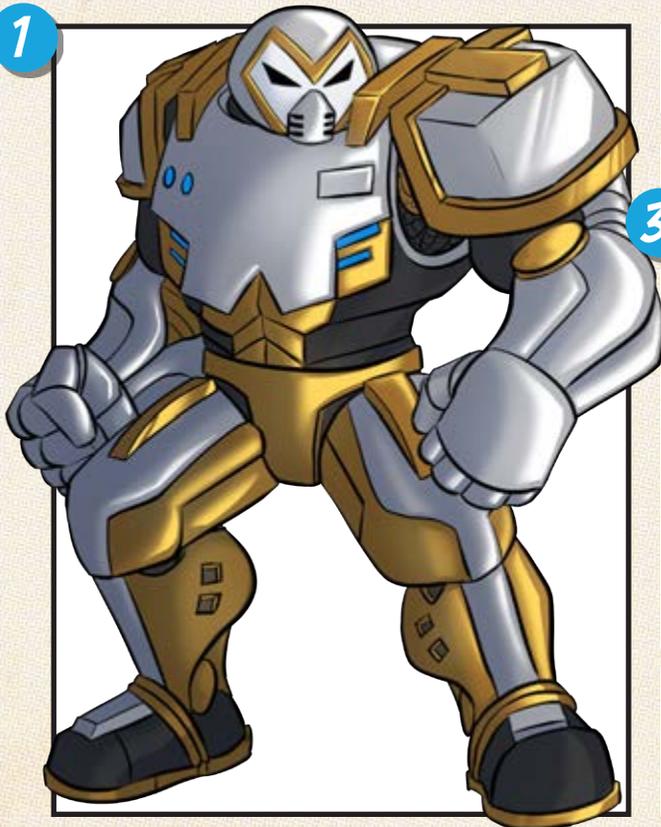
WHAT TO DO DURING YOUR TURN

(Give the next acting player a heads up.)

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

- **Attack:** Trying to hurt someone by dealing damage
- **Overcome:** Getting past an obstacle
- **Boost:** Assisting or empowering yourself or an ally
- **Hinder:** Making things more difficult for an opponent
- **Defend:** Preventing damage to yourself or another
- **Recover:** Getting Health back (this special action isn't usually used in action scenes)

1



SENTINEL COMICS

THE ROLEPLAYING GAME

PLAYER 2

HERO NAME
Bunker 3

ALIAS
Captain Tyler Vance 4

PHYSICAL ATTRIBUTES 5

GENDER Male | AGE Mid to Late 20s | HEIGHT 5'8"

EYES Green | HAIR Brown | SKIN White

BUILD Athletic

COSTUME/EQUIPMENT ... Captain Vance frequently wears his dress uniform when out of armor; in armor he wears fatigues.

His ten-foot tall armored exo-chassis is silver and gold with a few glowing blue accents. He always carries his riot cannon.

CHARACTERISTICS 6

BACKGROUND Military

POWER SOURCE Powered Suit

ARCHETYPE Modular:Armored

PERSONALITY Decisive

PRINCIPLE OF ORDER

7

DURING ROLEPLAYING

You believe in organization and concordance.

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 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?

8

UNSPENT HERO POINTS

HERO POINT REWARDS

+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HERO POINTS THIS ISSUE:

BACK ISSUES

.....
.....
.....
.....

COLLECTIONS

- The Indestructible Bunker
-
-
-

9

10

11

1 **HERO NAME** Bunker **ALIAS** Capt. Tyler Vance **PLAYER**

2

POWERS MODES! A	DIE TYPE	QUALITIES B	DIE TYPE
Operations Mode		Close Combat	6
Out of Suit Mode		Ranged Combat	10
Utility Mode		Self-Discipline	8
Recharge Mode		Veteran	8
Tactical Mode			
Turret Mode			

STATUS DICE

GREEN  8

YELLOW  8

RED  8

3

HEALTH RANGE

GREEN  28-22

YELLOW  21-11

RED  10-1

CURRENT  4

4

5 ABILITIES

6

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Armored Plating C	I	Reduce physical damage 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 D	A	Boost yourself using Power Suit. Then change modes.
👤	Principle of Order E	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 Tactician F	A	Overcome when you can flashback to preparing for this exact situation before the mission. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
💣	Grenade Launcher G	A	Attack up to three different targets using Power Suit. 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 damage equal to that die.
🚀	MagnaRail Upgrade H	A	Boost yourself using Power Suit. Use your Min+Mid dice. That bonus is persistent and exclusive.
	Satellite Recall I	A	Destroy one bonus you made. Change modes, then take an action in the new mode.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Emergency Reconfiguration J	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 K	A	Attack multiple targets using Power Suit. Use your Max+Mid dice. Take irreducible damage equal to your Min die.
💣	Omni-Blast L	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.

OUT

ICON	NAME	TYPE	GAME TEXT
	Boost an ally using Power Suit. M		

BUNKER'S MODES EXPLAINED

Bunker's powers change, based on his mode. He changes his modes using his abilities, and all of his modes are explained on his Auxiliary Sheet on the next page. **Operations, Out of Suit,** and **Utility Modes** are available in all zones. **Recharge** and **Tactical Modes** are only available in the Yellow and Red zones. **Turret Mode** is only available in the Red zone.

BUNKER'S QUALITIES EXPLAINED

Close Combat is for fighting someone right up close. **Ranged Combat** is for shooting, usually the Riot Cannon. **Self-Discipline** represents Bunker's rigorous military training. **Veteran** relates to Bunker's extensive combat experience.

BUNKER'S GREEN ZONE EXPLAINED

Advanced armor plating on the Bunker suit reduces damage from physical sources like bullets, fists, and explosions but not directed energy like fire or electricity.

Bunker contacts his deployment satellite and sends down a handy upgrade, which he uses to change the mode of his suit.

Bunker's time in the army and working with the Freedom Five means he's good at directing groups of people.

A lot of Bunker's time is spent in mission prep. If you can flashback to how Bunker prepared for this moment, you can use the highest rolled die when making an Overcome.

BUNKER'S YELLOW ZONE EXPLAINED

Bunker's onboard Grenade Launcher is powerful and can hit a bunch of targets. However, there is a slim chance that one of those grenades might end up at your feet!

Using the magnetic attachment points on his suit, Bunker locks in an upgrade that he can use for the rest of the fight, but only one at a time.

Dropping one of the upgrades you've created so far allows Bunker to free up enough energy to quick swap modes and get right back into the fray without a moment's hesitation!

BUNKER'S RED ZONE EXPLAINED

Things are bad and you just took damage. You can stress your suit a bit more to switch to a new mode in response, but remember: you only get one reaction per turn cycle.

Venting some of the power that fuels the Bunker suit can be painful, but it can also wipe out a field of nearby foes.

All of those upgrades can aid in powering this charged up Attack using Bunker's signature Riot Cannon!

WHEN BUNKER IS OUT

The fight can get bad enough that the Bunker suit has to power down, but there's still helpful gear stashed in it!

1 HERO NAME/ALIAS/PLAYER

Your hero's name and alias and your player name go here.

2 POWERS AND QUALITIES

Powers are special aspects that make you a hero. Qualities are skills and traits that you use in combination with powers to accomplish acts of heroism. When using a power or quality, roll the size of die depicted to the right of the name.

DICE ICONS



4-sided



6-sided



8-sided



10-sided



12-sided

3 STATUS DICE

Status is how the hero reacts to pressure. As you take damage, your personal status changes to Yellow and then to Red, as listed in the Health ranges in the green, yellow, and red bursts.

4 HEALTH

Record your current Health here, starting at 28, the top of Bunker's Green Health range. Be prepared to erase!

5 ABILITIES

ACTION ICONS



Attack



Defend



Overcome



Hinder



Boost



Recover

GREEN ZONE

You always have access to your Green zone abilities (except for when you're Out).

YELLOW ZONE

You have access to your Yellow and Green zone abilities if your personal status or the scene is in the Yellow zone.

RED ZONE

You have access to your Red, Yellow, and Green zone abilities if your personal status or the scene is in the Red zone.

OUT

When you are Out, you only have access to your Out ability.

6 ABILITY TYPE

The letter in the Type column indicates the type of that ability.

A - Action: These abilities take an action to use/activate.

R - Reaction: Reactions happen in response to something.

I - Inherent: Inherent abilities are constantly happening.

THE NEXT TWO PAGES EXPLAIN BUNKER'S MODES. FOR HERO REFERENCE INFO, CHECK OUT PAGE 13 OF THE GAMEPLAY GUIDE!

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.

1 OPERATIONS MODE

POWERS	DIE TYPE	MODE DESCRIPTION
Power Suit		Default mode. All actions are normal.
Riot Cannon		
Intuition		
Strength		
Vitality		

2 OUT OF SUIT MODE

POWERS	DIE TYPE	GAME TEXT/DESCRIPTION
Riot Cannon		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.
Intuition		

3 UTILITY MODE

GREEN ZONE

POWERS	DIE TYPE	MODE DESCRIPTION								
Power Suit		You cannot Attack or Hinder while in this mode. You gain access to this ability:								
Intuition										
Strength		<table border="1"> <thead> <tr> <th>ICON</th> <th>NAME</th> <th>TYPE</th> <th>GAME TEXT</th> </tr> </thead> <tbody> <tr> <td></td> <td>Uplink Upgrade</td> <td>A</td> <td>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.</td> </tr> </tbody> </table>	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.
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.							
Vitality										

4 RECHARGE MODE

POWERS	DIE TYPE	MODE DESCRIPTION								
Power Suit		You cannot Attack or Hinder while in this mode. You gain access to this ability:								
Vitality										
		<table border="1"> <thead> <tr> <th>ICON</th> <th>NAME</th> <th>TYPE</th> <th>GAME TEXT</th> </tr> </thead> <tbody> <tr> <td></td> <td>Defensive Diagnostic</td> <td>A</td> <td>Defend using Vitality. Use your Max die. Recover Health equal to your Min die.</td> </tr> </tbody> </table>	ICON	NAME	TYPE	GAME TEXT		Defensive Diagnostic	A	Defend using Vitality. Use your Max die. Recover Health equal to your Min die.
ICON	NAME	TYPE	GAME TEXT							
	Defensive Diagnostic	A	Defend using Vitality. Use your Max die. Recover Health equal to your Min die.							

5 TACTICAL MODE

YELLOW ZONE

POWERS	DIE TYPE	MODE DESCRIPTION								
Power Suit		You cannot Attack or Defend while in this mode. You gain access to this ability:								
Riot Cannon										
Intuition		<table border="1"> <thead> <tr> <th>ICON</th> <th>NAME</th> <th>TYPE</th> <th>GAME TEXT</th> </tr> </thead> <tbody> <tr> <td></td> <td>Sitrep: Resolved</td> <td>A</td> <td>Hinder or use one of your principles to Overcome using Riot Cannon. Use your Max+Min dice.</td> </tr> </tbody> </table>	ICON	NAME	TYPE	GAME TEXT		Sitrep: Resolved	A	Hinder or use one of your principles to Overcome using Riot Cannon. Use your Max+Min dice.
ICON	NAME	TYPE	GAME TEXT							
	Sitrep: Resolved	A	Hinder or use one of your principles to Overcome using Riot Cannon. Use your Max+Min dice.							
Vitality										

6 TURRET MODE

RED ZONE

POWERS	DIE TYPE	MODE DESCRIPTION								
Power Suit		You are fixed to the spot and cannot move or Boost while in this mode. You gain access to this ability:								
Riot Cannon										
Intuition		<table border="1"> <thead> <tr> <th>ICON</th> <th>NAME</th> <th>TYPE</th> <th>GAME TEXT</th> </tr> </thead> <tbody> <tr> <td></td> <td>BUDDABUDDA BUDDABUDDA</td> <td>I</td> <td>Whenever you Attack, either Attack one target with Max+Min dice, or Attack two different targets, one with your Max die and one with your Mid die.</td> </tr> </tbody> </table>	ICON	NAME	TYPE	GAME TEXT		BUDDABUDDA BUDDABUDDA	I	Whenever you Attack, either Attack one target with Max+Min dice, or Attack two different targets, one with your Max die and one with your Mid die.
ICON	NAME	TYPE	GAME TEXT							
	BUDDABUDDA BUDDABUDDA	I	Whenever you Attack, either Attack one target with Max+Min dice, or Attack two different targets, one with your Max die and one with your Mid die.							



EACH OF BUNKER'S MODES GIVES HIM ACCESS TO A DIFFERENT SET OF POWERS, AS WELL AS AN ABILITY UNIQUE TO THAT MODE. ADDITIONALLY, MOST MODES RESTRICT THE TYPES OF ACTIONS YOU CAN TAKE IN THAT MODE.

Here are all of the powers that Bunker has access to, though the die sizes associated with those powers will change, based on his mode at the time.

BUNKER'S POWERS EXPLAINED

A

Power Suit is the Bunker suit—it's the most visible part of Bunker, and a masterwork of military engineering.

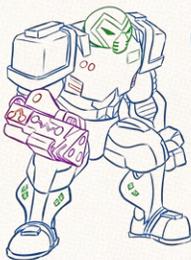
Riot Cannon is a versatile weapon invented by Dr. Meredith Stinson, who perfected the Infinity Cannon prototype used by Expatriette in the OblivAeon event. It can be used to fire a multitude of projectile types and energy blasts, and can even be focused on upgrades and channeling energy, which Bunker does in his Tactical Mode, or unslung from the Bunker suit to be carried with a harness setup, as in the Out of Suit Mode.

Intuition is Bunker's awareness of his surroundings, aided by the various instruments and sensors onboard the Bunker suit.

Strength is how physically strong Bunker is—the suit can lift quite the heavy load, especially when the servos are optimized for such things in Utility Mode.

Vitality is the hardiness of the Bunker suit, especially notable in Recharge Mode where the energy of the suit is focused on reconstruction and upgrades.

BUNKER'S MODE ABILITIES AND LIMITATIONS



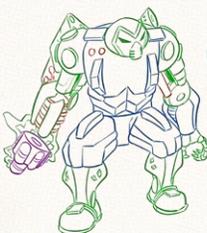
1 OPERATIONS MODE

Bunker can do pretty much everything in this mode, but he's not specialized for anything. This is the mode Bunker spends most of his time in, and when Tyler Vance is in his suit outside combat scenes, he is assumed to be in this mode unless you and your GM agree otherwise.



2 OUT OF SUIT MODE

Sometimes, Tyler Vance has to get out of the Bunker suit. Fortunately, he can take the Riot Cannon with him! Unfortunately, all of his Green, Yellow, and Red abilities are tied to the Bunker suit, so he can only take basic actions.



3 UTILITY MODE

This is the mode that Bunker uses for preparing for battle or dealing with non-combat threats. The Uplink Upgrade ability allows him to make many powerful upgrades that can stick around for the entire fight.



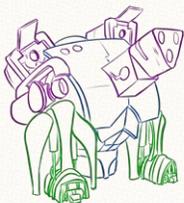
4 RECHARGE MODE

Bunker is focusing on putting himself back together and preparing to get back into the fight. He can't do anything offense oriented, but he can repair the suit as part of a Defend action using the Defensive Diagnostic ability.



5 TACTICAL MODE

This is a multi-purpose mode for dealing with threats in non-violent ways and for dealing with challenges and obstacles. Bunker can use his Sitrep: Resolved ability to achieve spectacular results while Hinder or Overcoming.



6 TURRET MODE

Bunker's suit turns into a ground-locked form that cannot move or be moved, but leverages the impressive offensive capabilities of the Riot Cannon, routing additional energy into it for maximum BUDDABUDDABUDDABUDDA.

Tyler Vance grew up in Boulder City, Nevada and had never seen anything outside that town. He worked in his father's auto-repair shop as a teenager, but he longed to get out of the desert and see the rest of the world. As soon as he finished school, he enlisted in the Army. They sent him to join the forces in the Middle East, merely sending him from one desert to another. There, he was quickly promoted through the ranks in an armored division. Lieutenant Vance and his platoon saw a lot of action in a short amount of time, but with very few casualties.

When Tyler arrived back in the States, he was awarded for his valor with the Army's Distinguished Service Cross. After the ceremony, he was offered a chance to further serve his country by participating in the Freedom Five Initiative. While operating outside the official Army chain of command, the position would provide Vance with a unique opportunity; he would operate the Personal Armament Exo-Chassis YS-1300T suit, an automated battle suit capable of wielding the firepower of a full battalion. Vance accepted the offer and became the first mechanized officer in the U.S. Army and also a founding member of the Freedom Five, providing significant strategic planning before most of the Freedom Five's missions.

In the last few years, Lt. Vance has grown closer to his teammate known as Wraith. Maia Montgomery leads a very different life than her heroic alter ego, yet both Maia and Wraith are people that Tyler gets along with well, respecting her abilities in battle, her shrewd thinking as a business owner, and her ability to handle stress and adversity in any form.

Recently, the US Military was revealed to be capturing and training powerful individuals and hoarding items of great power. Lt. Vance's duty to his superior officers was running in direct conflict with his duty to his team. It was a bit of a shock when he was promoted to Captain, as his superiors had made it clear that they considered his actions to be more civilian than military, but he had little time to consider these developments. OblivAeon had come to Earth.

Together, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. Bunker fought in the defense of all, and now, after that climactic battle, still works to defend those who cannot defend themselves. Working with brilliant inventor and fellow hero Tachyon, he developed a new Bunker suit that utilizes one powerful weapon: the Riot Cannon. It is as configurable as the suit itself, making sure that Captain Tyler Vance is the Bunker he needs to be, no matter the threat.

BUNKER