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

2
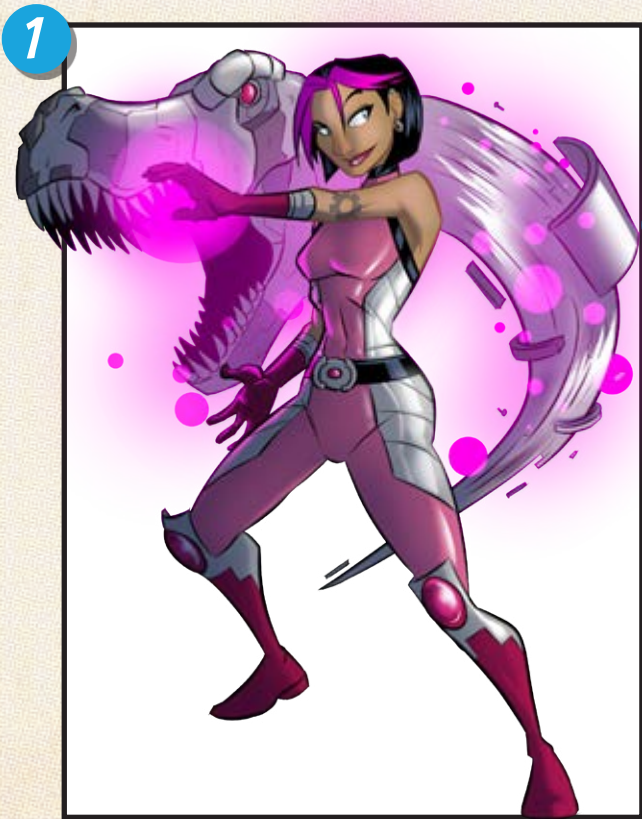
SENTINEL COMICS
THE ROLEPLAYING GAME

Player

Hero Name **3**
Unity

Alias **4**
Devra Thalia Caspit

Physical Attributes **5**

GENDER Female | AGE Young Adult | HEIGHT 5'4"

EYES Blue-Grey | HAIR Black and Pink | SKIN Light Olive

BUILD Thin

COSTUME/EQUIPMENT Pink bodysuit with silver sides.
Magenta and silver boots and gloves. Black leather belt with large metal buckle. Always manipulating a bit of metal around her.

Characteristics **6**

BACKGROUND Unremarkable | POWER SOURCE Unknown

ARCHETYPE Minion-Maker | PERSONALITY Cheerful

Principle of the Gearhead

7

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 Levity

DURING ROLEPLAYING

You keep your positive outlook even when all hope is lost.

MINOR TWIST

Who did you offend by making light at the wrong time?

MAJOR TWIST

What has occurred to finally break your good spirits?

8
Unspent Hero Points

Hero Point Rewards

+1 ◯ ◯ ◯ ◯
+2 ◯ ◯ ◯ ◯
+3 ◯ ◯ ◯ ◯
+4 ◯ ◯ ◯ ◯

9
Hero Points this issue: ◯ ◯ ◯ ◯ ◯

10
Back Issues

11
Collections
☐ Unity - Science & Progress
☐
☐
☐
☐
☐

HERO NAME
Unity

ALIAS
Devra Thalia Caspit

PLAYER

POWERS A	DIE TYPE	QUALITIES B	DIE TYPE
Electricity	6	Banter	8
Inventions	6	Creativity	10
Metal	10	Former Intern	8
Robotics	8	Insight	8
		Science	8
		Technology	10

STATUS DICE

GREEN	10
YELLOW	8
RED	6

HEALTH RANGE

GREEN 26-21
YELLOW 20-10
RED 9-1
CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Spawn Golem C	A	Create a minion using Robotics. 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.
	Hasty Augmentation D	A	Boost another hero or one of your minions using Metal. Either use your Max die, or use your Mid die and make that bonus persistent.
	Principle of the Gearhead E	A	Overcome a technological challenge. Use your Max die. You and each of your allies gain a hero point.
	Principle of Levity F	A	Overcome in a dire situation where your jokes prevent demoralization. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Flash Forge G	A	Boost one of your minions using Metal. You may also upgrade that minion using your Max die, replacing its minion form.
	Brainstorm H	A	Attack two targets using Electricity. Apply your Mid die to one and Min die to the other. Boost using your Max die.
	Volatile Parts I	R	When one of your bonuses, penalties, or minions is destroyed, deal a target damage equal to the roll of your Robotics die.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Construction Pylon J	A	Create two minions using Robotics, one with your Max die and another with your Mid die. Choose a basic action for each.
	Metal Shield K	A	Defend yourself using Metal. Use your Max+Mid die against all Attacks on you until the start of your next turn.
	Powered Shockwave L	A	Attack using Electricity. Use your Max die plus a bonus equal to the number of minions you have.

OUT

Boost an ally using Metal. M

Unity's Powers Explained

Electricity is the element Unity channels when Attacking.
Inventions are Unity's specialty as both a scientist and a hero.
Metal is the material that Unity can manipulate with her mind.
Robotics is the primary type of thing that Unity creates.

Unity's Qualities Explained

Banter is the snappy remarks Unity is well known for.
Creativity is the way Unity dreams up and creates new forms.
Former Intern relates to the job Unity used to have.
Insight is Unity's innate ability to get a feel for people.
Science is the field that Unity works in now as an adult.
Technology is both Unity's passion and her vocation.

Unity's Green Zone Explained

Using her Auxiliary Sheet on the next page, Unity creates a robotic minion for this fight. It acts at the start of your turn and can only use one of the basic actions.

Unity uses her command of Metal to create a bonus for an ally or one of her robot friends.

When Unity is dealing with a technological obstacle, she is most in her element. She's just really good with technology.

Unity is a light-spirited hero, and she has a lot of experience using her sense of fun to keep her allies in good spirits.

Unity's Yellow Zone Explained

Unity picks one of her minions, giving it both a temporary bonus and a permanent upgrade, changing it to a new form.

An arc of electricity bursts from Unity—she's a real live wire! That electricity hits two targets, and Unity uses the energy to make a bonus for herself, an ally, or one of her robots.

Whenever one of Unity's bonuses or one of her robot minions is destroyed, Unity lashes out in response. Remember: you only get one reaction per turn cycle.

Unity's Red Zone Explained

Unity crafts a metal pylon and then breaks it into two robots.

Unity summons a shield of metal around herself for a round.

Pulling on the energy that animates all of her robot friends, Unity launches a massive blast of electrical energy at a foe.

When Unity is Out

Even when she's down and out, Unity still manages to make helpful metal things for her friends.

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	6	8	10	12
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 26, the top of Unity'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.

UNITY — AUXILIARY SHEET

Unity can create mechanical minions, which follow the normal rules for minions. They act at the beginning of the turn, and only have one kind of action they can take. The minions Unity makes in battle are rushed, and only stay operational for the current scene. Afterward, they short out, fizzle, or melt into nothing, and cannot be harvested for parts.

When you roll to create your minion, consult the following chart for what die size of minion it is. Describe what it looks like by giving it a form. Unity's robots often have elements of the parts used to create them.

Mechanical Minion Forms

KEY DIE VALUE	DIE TYPE	EXAMPLE FORMS
0 or less	4	A sphere or disc
1-3	6	Small animal or insect
4-7	8	Small humanoid or large animal
8-11	10	Standard humanoid or large machine
12+	12	Massive humanoid or immense animal

Upgrades

When creating a minion, you may discard a bonus on you or an ally to give the minion one of the following abilities:

NAME	EFFECT
Autonomous	The minion can take any of the basic actions, not just one. (+1 bonus or higher)
Floating	The minion can fly and maneuver in the air. (+1 bonus or higher)
Pack	The minion adds +1 to its Attack for each other Pack minion attacking the same target this round. (+2 bonus or higher)
Explosive	When the minion is destroyed, also remove a bonus or penalty of your choice. (+2 bonus or higher)
Reinforced	The minion adds +1 to its roll to save. (+2 bonus or higher)
Swift	The minion rolls twice for its action and chooses the higher die. (+3 bonus or higher)
Stealth	On a successful minion save, do not reduce this minion's die size. (+3 bonus or higher)
Harsh	When Hindering, the target also takes damage equal to that penalty. (+3 bonus or higher)
Turret	When Attacking, the minion may split its die into two dice of smaller sizes. (+4 bonus or higher)
Champion	When Boosting, apply the bonus to all actions by Unity and her minions until your next turn. (+4 bonus or higher)

Hero Reference

Taking Action

When you're in an action scene and it's your turn, describe your action, choose whether you're using an **ability** or **basic action**, and assemble your dice pool by taking an appropriate die from **powers**, one from **qualities,** and one from **status.**

Basic actions use your **Mid** die—the middle value of the three dice you rolled. Some abilities and other traits use your **Min** (lowest rolling) or **Max** (highest rolling) die instead, or some combination, like your **Min+Max** (lowest rolling plus highest rolling). If an ability does not specify a die, use your Mid.

Min die   **Mid** die   **Max** die   **Min** die + **Max** die = 10

Basic Actions

Overcome

When your hero faces an obstacle or risky endeavor, one that carries a risk of failure, injury to a hero, or dire consequences, this requires the hero to **Overcome** the challenge.

Assemble your dice pool, roll those dice, and then compare your result to the following list:

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

When your hero takes a twist, you as a player decide if you'll answer one of the questions under your principles (if appropriate to the scene) or you can let your GM decide an appropriate twist. A twist is always that: a plot twist, so work with your GM to determine an event that makes the story more interesting and moves the plot forward.

Attack

If your hero tries to deals damage to another character, whether it's physical (a series of punches), emotional (mocking taunts), or mental (psychic blasts), that's an **Attack**.

Assemble your dice pool, and inflict **damage** to your target equal to that result. If the target is a character with a Health rating, they lose that much Health. If the target is a minion, they roll a **minion save** to see if you knock them out immediately or not.

Boost or Hinder

When you **Boost** or **Hinder**, you make an effect called a **mod**. The Boost action creates a **bonus** for you or an ally; the Hinder action creates a **penalty** for an opponent.

Assemble your dice pool, roll those dice, and then compare your result to the following list to determine the mod size:

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

Any number of bonuses and penalties can be applied to a roll, except only one **exclusive** mod can be used on a roll. Bonuses or penalties only apply for one roll and then go away unless they are **persistent** or an ability dictates their duration.

Defend

Your hero is always taking steps to protect themselves, but there are times when they want to focus on protecting themselves or someone else. In a **Defend** action, you describe what your hero is doing to avoid or reduce an Attack. Assemble your dice pool, roll those dice, and note your result. When you or the target you are Defending would next lose Health before your next turn, reduce the amount taken by your Defend result. If you or the target you're Defending are not Attacked before your next turn, the effect is wasted.

If you are under the effect of multiple Defend actions, choose the higher result to use; do not combine them.

Devra Caspit always had a knack for building things, even from a young age. However, her family was shocked when she began building and inventing things without even touching them. She could simply think about the components in front of her and begin assembling them in her mind, and the pieces would align themselves! She was a technopath—anything she could visualize, she could build, given the right parts.

By the time she was twenty, she had already dropped out of three different universities, as she didn't have the patience for classes. She spent her time cobbling her pencils, paperclips, and other students' belongings into adorable mechanical golems which danced around the classroom, which did not go over well with anyone. When she received word from the Eaken-Rubendall Laboratories that there may be a position open for a person of her skills, she was thrilled to take an internship working with Dr. Stinson.

As Tachyon's intern, she quickly grew to also be something of a sidekick to the Freedom Five, taking the name Unity. She was also a bit of an annoyance to the team members, due to her youthful exuberance and penchant for making robots that looked like members of the team and mocked their voices. Over time, she won over her allies. Her lighthearted approach to every situation, no matter how dire, was endearing, and her robots were extremely helpful. However, things did not always go so smoothly for the team.

After butting heads with Dr. Stinson in the lab over a robotic ally, Devra started to pull away from the rest of the team. She was tired of being thought of as an intern or sidekick. She was more experienced than many of the heroes the Freedom Five allied with now, and she was plenty powerful herself!

Recently, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. In that fight, Unity fought as part of the Freedom Five for the last time. In the aftermath, the company RevoCorp offered her a position—or, rather, two positions. She would head up their scientific division, and also be part of a new team they were organizing called The Paradigms. Unity was thrilled to move on, though she harbored no ill will towards her former allies. They will always be her friends.

Now, as the Freedom Five works to rebuild Megalopolis, RevoCorp has sent a team of rescue workers, architects, and engineers, all led by their brightest new hire, Devra Caspit. Unity is working with the Freedom Five once again, but this time, she's calling the shots. She is excited to see her friends again, and is ready and able to fight alongside them in the case of danger.