

HERO NAME
Headlong

ALIAS
Brandon Bradley

PHYSICAL ATTRIBUTES

GENDER M | **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

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COLLECTIONS

■ Daybreak Vol. 1

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PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Agility	d6	Acrobatics	d8
Awareness	d10	Banter	d6
Intuition	d12	Criminal Underworld Info	d6
Momentum		Hustlin'	d8
Speed		Persuasion	d10

STATUS DICE

GREEN **d6**

YELLOW **d8**

RED **d10**

HEALTH RANGE

GREEN 28-22

YELLOW 21-11

RED 10-1

CURRENT

ABILITIES

GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
B	Get Moving	A	Boost yourself using Momentum. That bonus is persistent and exclusive.
A,D	Slip & Slide	A	Attack using Agility. Defend against all attacks against you until your next turn with your Min die.
A,H	Frictionless Shove	A	Attack using Momentum. Either Hinder your target with your Min die or move them somewhere else in the scene.
O	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.
O	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
B,H	Friction Transfer	A	Boost yourself using Momentum. Use your Max die. Hinder a nearby opponent with your Min die.
D	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.
A	Bowl Over	A	Attack multiple targets using Momentum.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
B,H	Spin Out	A	Attack using Momentum. Use your Max die. Hinder that target with your Mid+Min die.
H	Slippery Surface	A	Hinder multiple nearby targets using Acrobatics. Use your Max die. End your turn elsewhere in the scene.
D	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.