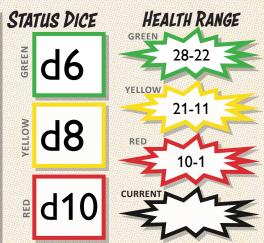


HERO NAME Headlong

ALIAS Brandon Bradley

PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Agility	d6	Acrobatics	48
Awareness	d10	Banter	d6
Intuition	d12	Criminal Underworld Info	d6
Momentum		Hustlin'	48
Speed		Persuasion	d10



	-			
/	\boldsymbol{m}		60	
- 44	KI			
	וע	رح		ES

	ICON	NAME	TYPE	GAME TEXT
	В	Get Moving	Α	Boost yourself using Momentum. That bonus is persistent and exclusive.
	A,D	Slip & Slide	Α	Attack using Agility. Defend against all attacks against you until your next turn with your Min die.
ZONE	A,H	Frictionless Shove	Α	Attack using Momentum. Either Hinder your target with your Min die or move them somewhere else in the scene.
EE				
GR				
	0	Principle of the Mask	Α	Overcome using knowledge from your civilian life and use your Max die. You and each of your allies gain a hero point.
	0	Principle of Speed	l	Whenever you successfully Overcome, you may end up anywhere in the current environment. Then, you and each of your allies gain a hero point.

ICON	NAME	TYPE	GAME TEXT
В,Н	Friction Transfer	Α	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.
Α	Bowl Over	Α	Attack multiple targets using Momentum.

10	CON	NAME	TYPE	GAME TEXT	
В	8,H	Spin Out	Α	Attack using Momentum. Use your Max die. Hinder that target with your Mid+Min die.	
ED ZONE	Н	Slippery Surface	Α	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.	

Hinder a minion or lieutenant using Persuasion. Increase that penalty by 1.