

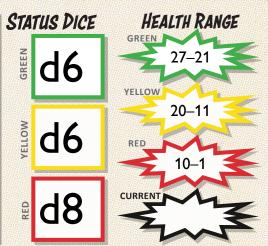
HERO NAME Tachyon

ALIAS

Dr. Meredith Stinson

PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Inventions	ВЬ	Close Combat	d8
Lightning Calculator	d10	Finesse	d8
Speed	d10	Mind Over Matter	d8
Vitality	d6	Science	d12
		Self-Discipline	d8



ABILITIES

	ICON	NAME	TYPE	GAME TEXT
	A,H	Hypersonic Assault	Α	Attack multiple targets using Finesse. Use your Min die. Hinder each target with your Mid die.
	в,н,а	Quick Insight	Α	Boost or Hinder using Lightning Calculator. Use your Max die. If you roll doubles, Attack with your Mid die.
ONE	Α	Nimble Strike	R	When a target moves near you, you may Attack it by rolling your Speed die.
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	0	Principle of Speed		When you successfully Overcome, you may end up anywhere in the current environment. You and each of your allies gain a hero point.
	0	Principle of Science	Α	Overcome while applying specific scientific principles. Use your Max die. You and each of your allies gain a hero point.

ICON	NAME	TYPE	GAME TEXT
	Margin of Error	R	After rolling dice, you may take 1 irreducible damage to reroll the dice you just rolled.
B,R	Stabilization Device	Α	Boost yourself with Inventions. Remove a penalty on yourself or recover Health equal to your Min die.
Α	Lightspeed Barrage	А	Attack using Close Combat. Use your Max die. If you roll doubles, use your Max+Min instead.
Α	Sonic Vortex	А	Attack multiple targets using Speed. Use your Max die against one target and your Mid die against the rest. If you roll doubles, you take irreducible damage equal to your Mid die.

	ICON	NAME	TYPE	GAME TEXT
RED ZONE		Pushing the Limits	Ī	You have no limit on the number 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.
		Speed Limit	1	When taking any basic action using Lightning Calculator, you may reroll your Min die before determining effects.

On the next hero's turn, they may take 1 irreducible damage to reroll the dice they just rolled.