

HERO NAME

Tachyon

ALIAS

Dr. Meredith Stinson

PHYSICAL ATTRIBUTES

GENDER Female | AGE Middle Aged | HEIGHT 6'0"

EYES Blue | HAIR Strawberry Blonde | SKIN White

BUILD Lithe

COSTUME/EQUIPMENT

White form-fitting outfit with blue sides. Red glowing circles on her thighs. Stabilizing device on her left forearm. High-tech running shoes.

CHARACTERISTICS

BACKGROUND Academic

POWER SOURCE Radiation

ARCHETYPE Speedster

PERSONALITY Impulsive

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?

PRINCIPLE OF Science

DURING ROLEPLAYING

You are up to date on and understand most modern scientific theories and research and can quote from them during conversations.

MINOR TWIST

What were the surprising effects of leveraging that scientific principle in this situation?

MAJOR TWIST

Oh heck! What just blew up?

HERO POINTS

THIS ISSUE: ○ ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

Freedom Four Vol. 1

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PLAYER

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

STATUS DICE



HEALTH RANGE



ABILITIES

GREEN ZONE

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

YELLOW ZONE

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	A	Boost yourself with Inventions. Remove a penalty on yourself or recover Health equal to your Min die.
A	Lightspeed Barrage	A	Attack using Close Combat. Use your Max die. If you roll doubles, use your Max+Min instead.
A	Sonic Vortex	A	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.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Pushing the Limits	I	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	I	When taking any basic action using Lightning Calculator, you may reroll your Min die before determining effects.

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