

SORCERER

You wield the supernatural power of sorcery, casting spells and dealing with magic in an academic, or at least controlled, fashion. Examples from popular comics include Brother Voodoo™, Doctor Strange®, and Scarlet Witch® (Marvel), and Dr. Fate™, Raven™, and Zatanna™ (DC).

SORCEROUS TRADITION

What is the nature of the tradition of sorcery you practice?

- ☐ **Ancient Teachings** (an academic tradition handed down over generations)
- ☐ **Bestowed Gift** (you were gifted your sorcerous abilities by someone or something)
- ☐ **Self-Taught** (you mastered the arcane arts through exploration and creativity)
- ☐ Other (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|---------------------------------------|------------------------------------|
| <input type="checkbox"/> Arrogant | <input type="checkbox"/> Morbid |
| <input type="checkbox"/> Charming | <input type="checkbox"/> Sarcastic |
| <input type="checkbox"/> Cryptic | <input type="checkbox"/> Somber |
| <input type="checkbox"/> Grandiose | <input type="checkbox"/> Tranquil |
| <input type="checkbox"/> Haunted | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Intellectual | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Dangerous Sorcery** (your control is tenuous and your magic can be disrupted or go wild)
- ☐ **Proximity Weakness** (you grow weak when near a rare substance)
- ☐ **Rival Magic** (a magical force exists that dispels and counters your sorcery)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Deflection** (you deflect incoming attacks using your powers or spells)
- ☐ **Improvised Defenses** (you use cars, slabs of concrete, heavy machinery, and other objects as improvised shields)
- ☐ **Shield** (you are protected by a layer of energy that shields you from harm)
- ☐ Other (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Bolt of Energy** (you zip to another place as pure energy)
- ☐ **Occult Conveyance** (you use spells or artifacts to carry you over long distances)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ Other (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

SORCERY

You can use an interlude scene to study and prepare a different suite of spells. If you do, draw five cards from the Deck of Powers. You can replace any or all of your current powers, selecting from the powers you drew or from the Basic powers. You can also place powers into empty power slots.

SUPERPOWER 80%

LESSER POWER 70%

MINOR POWER 60%

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

ON YOUR TURN

When it is your turn, you do the following:

- ✧ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✧ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✧ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⚔️) to the roll for each point spent.
- ✧ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✧ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✧ Your minimum damage on a hit is 50.
- ✧ If you start your turn with 0 hero points, you gain 2 hero points (🦋🦋).
- ✧ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✧ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✧ **Near:** You can make ranged attacks against enemies that you are near to.
- ✧ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⚔️) to the roll.

HERO

OCCULTIST

You are a student of forbidden knowledge, one who knows the secrets of occult lore and uses that knowledge to fight evil. Examples from popular comics include John Constantine® (DC), Proof™ (Image), Sir Edward Grey™ (Dark Horse), and Solomon Kane® (Robert E. Howard Properties).

THIRST FOR KNOWLEDGE

Why do you seek out the secrets of the occult?

- ☐ **Defense** (you seek knowledge as an armor against supernatural foes)
- ☐ **Power** (you wish to grow stronger and see the occult as a means to doing so)
- ☐ **Preparation** (you sense evil on the horizon and prepare for its arrival)
- ☐ **Vengeance** (you have vowed revenge, using evil's own power against it)
- ☐ Other (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|---------------------------------------|---|
| <input type="checkbox"/> Caustic | <input type="checkbox"/> Short-Tempered |
| <input type="checkbox"/> Cavalier | <input type="checkbox"/> Sly |
| <input type="checkbox"/> Cynical | <input type="checkbox"/> Smarmy |
| <input type="checkbox"/> Enthusiastic | <input type="checkbox"/> Vulgar |
| <input type="checkbox"/> Gregarious | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Pensive | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Addiction** (you have a self-destructive habit)
- ☐ **Dependents** (you have family or loved ones depending on you)
- ☐ **Energy Limits** (you need to recharge the source of your powers from time to time)
- ☐ **Romantic Partner** (has a girlfriend/boyfriend/spouse)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ **Protective Spells** (you have spells and charms that ward off attacks)
- ☐ **Training** (you possess combat training that helps dodge attacks)
- ☐ Other (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Occult Conveyance** (you use spells or artifacts to carry you over long distances)
- ☐ **Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- ☐ Other (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

ARCANE SCHOLAR

Once per issue, at any time you can gain one piece of information you seek about a supernatural or occult topic as though you had participated in an interlude scene to seek out that information.

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

SUPERPOWER 80%

LESSER POWER 70%

MINOR POWER 60%

ON YOUR TURN

When it is your turn, you do the following:

- ✧ Remove 1 time token (🕒) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✧ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✧ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✧ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✧ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (👍👍👍👍) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✧ You add 2 advantage dice (🎲🎲) to all attacks you make with powers.
- ✧ Each boon you roll counts as 2 (👍👍).
- ✧ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✧ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✧ **Near:** You can make ranged attacks against enemies that you are near to.
- ✧ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

HERO

SUPERNATURAL ENTITY

You are a supernatural being that has manifested in or possessed a human form. Examples from popular comics include Ghost Rider® (Marvel), and Deadman™ and Etrigan™ (DC).

SUPERNATURAL ORIGIN

What type of supernatural entity are you?

- ☐ **Angel/Demon** (you are a foot soldier in the war between Heaven and Hell)
- ☐ **Spirit** (you are the ghost of someone deceased, or the spiritual embodiment of some supernatural force or philosophical concept)
- ☐ **Vestige of a Dead God** (you were once a powerful deity, now forgotten by modern worshipers; you are a shadow of your former power)
- ☐ **Other** (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|---------------------------------------|---------------------------------------|
| <input type="checkbox"/> Bitter | <input type="checkbox"/> Intimidating |
| <input type="checkbox"/> Black Humor | <input type="checkbox"/> Morose |
| <input type="checkbox"/> Creepy | <input type="checkbox"/> Stoic |
| <input type="checkbox"/> Eccentric | <input type="checkbox"/> Unfocused |
| <input type="checkbox"/> Haunted | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Ill-Tempered | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Ghastly Transformation** (you become visually frightening when manifesting powers)
- ☐ **Outsider** (you can be exorcised or banished by religious rites)
- ☐ **Proximity Weakness** (you grow weak when near a rare substance)
- ☐ **Other** (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Advanced Healing** (you regenerate wounds too quickly to see)
- ☐ **Incorporeal Form** (body made of supernatural energy repairs quickly)
- ☐ **Invulnerability** (you shrug off attacks like they are nothing)
- ☐ **Other** (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Brachiation** (you swing from tall objects high overhead)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- ☐ **Other** (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

SHADOW SIGHT

You can see into a parallel plane of spirits, magic, and unknowable arcane entities at will. You can see the true nature of any magical creature that is disguised as something mundane, and such sight can pierce illusions both magical and scientific to see the truth behind them. You can also view the history and nature of objects and places by examining them in this spirit plane, which may reflect those objects and places as they once were. This also gives you the following skill:

SEE INTO THE SPIRIT REALM 70%

SUPERPOWER 80%

LESSER POWER 70%

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

ON YOUR TURN

When it is your turn, you do the following:

- ✧ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✧ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✧ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⬢) to the roll for each point spent.
- ✧ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✧ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (👍👍👍👍) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✧ When an enemy hits you, after the attack you can make 1 attack against that enemy.
- ✧ Add 100 to your current & max resistance.
- ✧ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✧ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✧ **Near:** You can make ranged attacks against enemies that you are near to.
- ✧ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⬢) to the roll.

MINOR POWER 60%

HERO

LEGENDARY WARRIOR

You are a hero of legend, one born in ancient times who has lived on in the literature and folklore of many civilizations. Examples from popular comics include Black Knight™ and Hercules™ (Marvel), and Hawkman®, Hawkgirl™, and the Shining Knight® (DC).

LIVING OUT OF TIME

How have you come to be in the modern world, having been born in the distant past?

- ☐ **Immortality** (you ceased to age and cannot die of natural causes)
- ☐ **Reincarnation** (you were born in modern times but learned of your past life)
- ☐ **Resurrection** (you died in ancient times but have been brought back)
- ☐ **Stasis** (you were frozen in time and awoke from this stasis in recent days)
- ☐ Other (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Awkward | <input type="checkbox"/> Humble |
| <input type="checkbox"/> Brave | <input type="checkbox"/> Reckless |
| <input type="checkbox"/> Careless | <input type="checkbox"/> Serious |
| <input type="checkbox"/> Cocky | <input type="checkbox"/> Surly |
| <input type="checkbox"/> Debauched | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Gregarious | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- ☐ **Proximity Weakness** (you grow weak when near a rare substance)
- ☐ **Out of Control** (you risk losing control of your powers)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Danger Sense** (sixth sense warns of incoming attacks)
- ☐ **Invulnerability** (you shrug off attacks like they are nothing)
- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ Other (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Leaping** (you leap long distances and great heights)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Steed** (you have a horse or other mount)
- ☐ **Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- ☐ Other (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

THEY WALK AMONG US

You add 2 hero points (🎲🎲) to your Hero Points per Conflict.

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

SUPERPOWER 80%

LESSER POWER 70%

MINOR POWER 60%



ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (🎲) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🎲) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (🍀🍀🍀🍀) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Teamwork maneuvers add 4 advantage dice (🎲🎲🎲🎲) to your roll.
- ✦ Add +20 to the damage of your attacks.
- ✦ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

HERO

AVATAR

You are the modern embodiment of some ancient deity or divine force. Some would call you a god, others simply an alien, but regardless you stand above humanity with incredible powers and the weight of a deity's responsibilities. Examples from popular comics include Ares™, Storm®, and Thor® (Marvel), and Big Barda™ and Wonder Woman® (DC).

PANTHEON

From what ancient pantheon of deities do your powers originate?

- ☐ **Ancient Egyptian** (the gods of the ancient Nile: Ra, Anubis, and Osiris)
- ☐ **Greco-Roman** (the gods of Greece and Rome: Zeus, Poseidon, Athena, and their Roman counterparts)
- ☐ **Norse Myth** (the gods of ancient Scandinavia: Odin, Balder, and Tyr)
- ☐ **Alien** (new gods from the cosmos, unknown to Earth)
- ☐ Other (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|------------------------------------|---|
| <input type="checkbox"/> Arrogant | <input type="checkbox"/> Prideful |
| <input type="checkbox"/> Cold | <input type="checkbox"/> Serious |
| <input type="checkbox"/> Excitable | <input type="checkbox"/> Short-Tempered |
| <input type="checkbox"/> Friendly | <input type="checkbox"/> Surly |
| <input type="checkbox"/> Grandiose | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Mercurial | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Elemental Vulnerability** (you are severely harmed by a specific elemental force)
- ☐ **Energy Limits** (you need to recharge the source of your powers from time to time)
- ☐ **Proximity Weakness** (you grow weak when near a rare substance)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Danger Sense** (sixth sense warns of incoming attacks)
- ☐ **Improvised Defenses** (you use cars, slabs of concrete, heavy machinery, and other objects as improvised shields)
- ☐ **Invulnerability** (you shrug off attacks like they are nothing)
- ☐ Other (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Bolt of Energy** (you zip to another place as pure energy)
- ☐ **Leaping** (you leap long distances and great heights)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Running** (you run really, really fast)
- ☐ Other (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

IMMORTALITY

When you are reduced to 0 resistance, you can spend 1 hero point (☸) to not be knocked out of the scene (or die, if the attack would have otherwise killed you). If you take any damage while at 0 resistance, you can spend 1 hero point (☸) each time to remain alive and in the scene, acting normally; otherwise, you are knocked out of the scene (or killed, if the attack would normally kill you).

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

LESSER POWER 70%

ON YOUR TURN

When it is your turn, you do the following:

- ✧ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✧ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (☸) in the following ways:

- ✧ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⬢) to the roll for each point spent.
- ✧ **Teamwork Maneuver:** You can spend 1 hero point (☸) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (⬢⬢) to their roll.
- ✧ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (⬆) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✧ Enemy attacks against you add 2 challenge dice (⬢⬢) to the roll.
- ✧ Halve all damage you would take.
- ✧ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✧ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (⬢) to all melee attack rolls.
- ✧ **Near:** You can make ranged attacks against enemies that you are near to.
- ✧ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⬢) to the roll.

MINOR POWER 60%

HERO

FAMILIAR

You have an unconventional form for a hero, appearing to be a beast of some kind. Many think of you as a pet or animal companion. However, you are a sentient being and a hero in your own right. Examples from popular comics include Lockheed™, Lockjaw®, and Zabu™ (Marvel) and Ch'p™, Detective Chimp™, and Gleeek™ (DC).

PHYSICAL FORM

What kind of creature are you?

- ☐ **Animal** (you appear to be a normal specimen of some animal, possibly with some cosmetic difference from others of your species)
- ☐ **Fantastic Beast** (you are a dragon, faerie, or some other fantasy creature)
- ☐ **Construct** (you are a homonculus, gargoyle, animal-shaped robot, or other constructed companion)
- ☐ Other (fill in your answer in the Truths box)

PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- | | |
|---------------------------------------|--------------------------------------|
| <input type="checkbox"/> Affectionate | <input type="checkbox"/> Mischievous |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Proud |
| <input type="checkbox"/> Distrustful | <input type="checkbox"/> Timid |
| <input type="checkbox"/> Excitable | <input type="checkbox"/> Tranquil |
| <input type="checkbox"/> Lazy | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Loyal | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Outsider** (you can be exorcised or banished by religious rites)
- ☐ **Rival Magic** (a magical force exists that dispels and counters your sorcery)
- ☐ **Supernatural Weakness** (a particular supernatural element or force greatly harms you)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Danger Sense** (sixth sense warns of incoming attacks)
- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ **Protective Spells** (you have spells and charms that ward off attacks)
- ☐ Other (fill in your answer in the Truths box)

GETTING AROUND

How does this character quickly move from one place to another?

- ☐ **Occult Conveyance** (you use spells or artifacts to carry you over long distances)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Ride** (you are small enough to perch on or cling to someone else, using their mode of transport as your own)
- ☐ Other (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

NONHUMAN FORM ☐ ☐

You do not have a traditional human form, making you an unlikely target for attacks. You can check one of the boxes next to the name of this benefit to add 2 challenge dice (◆◆) to any roll made for a physical attack against you, as you use your unusual shape to throw off your attacker's aim. At the end of the issue, erase all those check marks.

SUPERPOWER 80%

LESSER POWER 70%

TEAM ROLE

HERO POINTS PER CONFLICT

RESISTANCE

/ 100

ON YOUR TURN

When it is your turn, you do the following:

- ✧ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✧ Move and take one action, in any order.

SPENDING HERO POINTS

You can spend hero points (★) in the following ways:

- ✧ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (◆) to the roll for each point spent.
- ✧ **Teamwork Maneuver:** You can spend 1 hero point (★) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (⬆⬆) to their roll.
- ✧ **Team Role:** Use your team role's benefit.

TAKING THE SPOTLIGHT

When you roll 4 boons (⬆⬆⬆⬆) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✧ Enemy attacks against you add 2 challenge dice (◆◆) to the roll.
- ✧ Halve all damage you would take.
- ✧ You add the Spotlight initiative card to the initiative track and act on its turns.

DISTANCES

There are three distances between things in a scene:

- ✧ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (⬆) to all melee attack rolls.
- ✧ **Near:** You can make ranged attacks against enemies that you are near to.
- ✧ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (◆) to the roll.

MINOR POWER 60%