

HERO

VIGILANTE

As a crime-fighting hero, you patrol the streets to dispense your own brand of justice. You use stealth and combat prowess and wear a costume designed to stoke an emotional response in villains. Examples from popular comics include Daredevil® and Moon Knight® (Marvel), Batman® and Huntress™ (DC), and Jack in the Box® (Astro City).

MORE THAN JUST MY POWERS

Other than your powers, what are your greatest weapons in your fight against crime?

- ☐ **Audacity** (you take a bold, sometimes reckless, approach to fighting crime)
- ☐ **Fear** (you strike terror into the hearts of your enemies)
- ☐ **Ingenuity** (you come up with creative solutions, gadgets, and plans)
- ☐ **Preparation** (you do research and create contingency plans in advance)
- ☐ 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"/> Cautious | <input type="checkbox"/> Sarcastic |
| <input type="checkbox"/> Defensive | <input type="checkbox"/> Short-Tempered |
| <input type="checkbox"/> Gregarious | <input type="checkbox"/> Stoic |
| <input type="checkbox"/> Haunted | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Humorless | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Kind | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Dependents** (you have family or loved ones depending on you)
- ☐ **Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- ☐ **Romantic Partner** (you have a girlfriend/boyfriend/spouse)
- ☐ Other (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Improvised Defenses** (you use cars, machinery, and other objects as improvised shields)
- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ **Training** (you possess combat training that helps you avoid attacks)
- ☐ 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

I AM THE NIGHT

You do not start out in the scene for conflict scenes. Any time after the start of the first turn of the round, you can add your initiative card to the initiative track so that you take the next turn. You enter the scene as you describe at the start of that turn, and you can appear anywhere you could reasonably have reached undetected. You add 2 advantage dice (🎲🎲) to rolls for attacks that turn. If you hit a squad of minions or defeat a villain that turn, remove yourself from the scene, take your initiative card off the initiative track, and use the above benefit again to reenter the scene on the next round.

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:

- ✦ Your minimum damage on a hit is 50.
- ✦ If you start your turn with 0 hero points, you gain 2 hero points (🎲🎲).
- ✦ You can take two different actions each turn.

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

STREET SENTINEL

You have declared yourself the guardian of your neighborhood, a protector of the people who will do what it takes to keep the streets clean. You stand up for your neighbors, friends, and coworkers when the authorities can't or won't. Examples from popular comics include Luke Cage® and Spider-Man® (Marvel), and Black Canary® (DC).

MOTIVATION

What drives you to put your life on the line for the people of your neighborhood?

- ☐ **Community Leader** (you are a leader in your community in your civilian life)
- ☐ **Great Power** (you feel a strong sense of responsibility to help the weak)
- ☐ **Someone Has to Stand Up** (you feel like if you don't stand for law and justice, no one will)
- ☐ 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"/> Confident | <input type="checkbox"/> Unstable |
| <input type="checkbox"/> Grim | <input type="checkbox"/> Wary |
| <input type="checkbox"/> Gung-ho | <input type="checkbox"/> Wide-Eyed |
| <input type="checkbox"/> Honest | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Jaded | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Surly | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Dependents** (you have family or loved ones depending on you)
- ☐ **Out of Control** (you risk losing control when using your powers)
- ☐ **Romantic Partner** (you have a girlfriend/boyfriend/spouse)
- ☐ 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)
- ☐ **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?

- ☐ **Brachiation** (you swing from tall objects high overhead)
- ☐ **Leaping** (you leap long distances and great heights)
- ☐ **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

NEIGHBORHOOD HERO

Each time you progress a complication that threatens innocent bystanders or includes the possibility of serious damage to buildings or infrastructure in the city, you gain 2 hero points (🎲🎲) instead of 1.

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:

- ✦ You add 2 advantage dice (🎲🎲) to all attacks you make with powers.
- ✦ Each boon you roll counts as 2 (👍👍).
- ✦ You can take two different actions each turn.

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

SOLDIER OF FORTUNE

You are a soldier who answers to no one but yourself. You have all the training and trappings of a member of the armed forces, but ply your trade by keeping criminals off the streets. Examples from popular comics include the Punisher® (Marvel), and Deadshot™ and the Comedian™ (DC).

TARGET ACQUISITION

How do you choose which villains to pursue?

- ☐ **Bloodthirst** (you pick the enemies that you think will be fun to confront)
- ☐ **Clean Up the Streets** (you target those villains who are the biggest threat)
- ☐ **Gun for Hire** (you hire yourself out to those who you know need your help)
- ☐ **Vengeance** (you exact revenge upon those who wronged you)
- ☐ 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"/> Angry | <input type="checkbox"/> Morose |
| <input type="checkbox"/> Charming | <input type="checkbox"/> Oblivious |
| <input type="checkbox"/> Cynical | <input type="checkbox"/> Stoic |
| <input type="checkbox"/> Innocent | <input type="checkbox"/> Surly |
| <input type="checkbox"/> Kind | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Loyal | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Dependents** (you have family or loved ones depending on you)
- ☐ **Out of Control** (you risk losing control when using your powers)
- ☐ **Uncontrollable Rage** (you lose your self-control when in a fight)
- ☐ 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)
- ☐ **Deflection** (you deflect incoming attacks using your powers)
- ☐ **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?

- ☐ **Brachiation** (you swing from tall objects high overhead)
- ☐ **Powers** (one of your powers allows you to travel long distances)
- ☐ **Running** (you run really, really fast)
- ☐ **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

ALL I NEED IS HATE ☐ ☐

You can check off one of the boxes next to the name of this benefit to remove 1 time token (☹) from one of your powers that has one. 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:

- ✧ Teamwork maneuvers add 4 advantage dice (⬆⬆⬆⬆) to your roll.
- ✧ Add +20 to the damage of your attacks.
- ✧ You can take two different actions each turn.

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

WARRIOR

You are a trained fighter, usually specializing in an esoteric fighting style or archaic weapons. You live according to your own warrior's code and hone your skills to prepare for the fight against evil. Examples from popular comics include Iron Fist® and Mockingbird® (Marvel), and Green Arrow® and Katana™ (DC).

FIGHTING STYLE

What is your preferred method of fighting?

- ☐ **Brawler** (you punch, kick, and headbutt your way to victory)
- ☐ **Enhanced Strikes** (you augment punches and kicks with your superpowers)
- ☐ **Sharpshooter** (from almost any distance your aim is true)
- ☐ **Weapon Master** (you are deadly with melee weapons)
- ☐ **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"/> Carefree | <input type="checkbox"/> Sarcastic |
| <input type="checkbox"/> Cold | <input type="checkbox"/> Serious |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Short-Tempered |
| <input type="checkbox"/> Flamboyant | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Honest | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Humorless | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Energy Limits** (you must recharge the source of your powers)
- ☐ **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)
- ☐ **Other** (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Danger Sense** (a sixth sense warns you of incoming attacks)
- ☐ **Invulnerability** (you shrug off attacks like they are nothing)
- ☐ **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?

- ☐ **Brachiation** (you swing from tall objects high overhead)
- ☐ **Leaping** (you leap long distances and great heights)
- ☐ **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

PEERLESS FIGHTER

When you spend any number of hero points to make a Heroic Effort (see below) on a physical attack, each hero point you spend increases your chance of success by 20 instead of 10, and you do not add any challenge dice to the roll for doing so as other heroes do.

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:

- ✧ When an enemy hits you, after the attack you can make 1 attack against that enemy.
- ✧ Add 100 to your current & max resistance.
- ✧ You can take two different actions each turn.

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

TEENAGE HERO

You may be young, but you're not too young to be a hero. Experience is the best teacher, so you don a costume and hit the streets, fighting crime while most of your peers are doing homework or getting a good night's sleep. Examples from popular comics include Kate Bishop/Hawkeye®, Ms. Marvel®, and Speedball™ (Marvel) and Beast Boy™, Raven™, and Robin® (DC).

MOTIVATIONS

What prompts you to be a hero when your peers are still living average lives?

- ☐ **Idealism** (you have a duty to help make the world a better place)
- ☐ **Partnership** (you were recruited by, or sought out, another hero with whom you partner)
- ☐ **Vengeance** (you seek vengeance for a tragedy that befell you or your family)
- ☐ **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"/> Optimistic |
| <input type="checkbox"/> Defensive | <input type="checkbox"/> Sarcastic |
| <input type="checkbox"/> Edgy | <input type="checkbox"/> Wary |
| <input type="checkbox"/> Exuberant | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Gregarious | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Naive | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Dependents** (you have family or loved ones depending on you)
- ☐ **Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- ☐ **Out of Control** (you risk losing control when using your powers)
- ☐ **Other** (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Danger Sense** (a sixth sense warns you of incoming attacks)
- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ **Training** (you possess combat training that helps you dodge attacks)
- ☐ **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)
- ☐ **Running** (you run really, really fast)
- ☐ **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

YOUTHFUL ENERGY ☐ ☐

When you use one of your powers to make a check or attack, you can take advantage of your youth and exuberance and check off one or more of the boxes next to the name of this benefit. For each box you check, add 2 advantage dice (🏠🏠) to the roll. 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 can take two different actions each turn.

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

SPEEDSTER

You are a fast-moving hero, someone who races around the battlefield, running circles around your enemies. While you might have super-powered speed, you may also simply use your powers to stay in perpetual motion, bouncing around so that your enemies have a hard time tracking you. Examples from popular comics include the Flash® (DC), and Cannonball™ and Quicksilver® (Marvel).

OBSTACLE AVOIDANCE

How do you avoid slamming into things when you are racing around the battlefield?

- ☐ **HUD** (you have a mask or visor with a heads-up display)
- ☐ **Intense Training** (your frequent training has given you a sixth sense for maneuvering at high speeds, like that possessed by pilots and race car drivers)
- ☐ **Time-Distorted Senses** (when you move quickly, time seems to slow)
- ☐ **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"/> Cautious | <input type="checkbox"/> Reckless |
| <input type="checkbox"/> Charming | <input type="checkbox"/> Stoic |
| <input type="checkbox"/> Cold | <input type="checkbox"/> Supportive |
| <input type="checkbox"/> Hotheaded | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Impatient | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Impulsive | <input type="checkbox"/> _____ |

VULNERABILITY

What weakness or obligation can your enemies exploit?

- ☐ **Energy Limits** (you must recharge the source of your powers)
- ☐ **Limited Power** (there is some limitation or flaw in your powers)
- ☐ **Proximity Weakness** (you grow weak when near a particular rare substance)
- ☐ **Other** (fill in your answer in the Truths box)

TRUTHS

RESISTANCE

What does resistance mean for this character?

- ☐ **Energy Form** (your body consists of pure energy that repairs quickly)
- ☐ **Mobility** (you move fast and dodge out of the way of attacks)
- ☐ **Shield** (your 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)
- ☐ **Running** (you run really, really fast)
- ☐ **Slide** (you ride a wave of energy created by your powers)
- ☐ **Other** (fill in your answer in the Truths box)

Hero Name: _____

Team: _____

Real Name: _____

First Appearance: _____

SKILLS

IDENTITY

FAST ACTION

After the Narrator has laid out the initiative track but before the first turn begins, you can move your initiative card 2 spaces forward toward the start of the track.

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:

- ✧ You regain 20 resistance every time you perform a teamwork maneuver.
- ✧ You gain 5 hero points (🦋🦋🦋🦋🦋).
- ✧ You can take two different actions each turn.

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%