

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	PERSONALITY TRAITS
What is the nature of the tradition of sorcery you practice? ☐ Ancient Teachings (an academic tradition handed down over general 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)	Choose two of the following personality traits that best describe your hero. Arrogant Morbid Charming Sarcastic Cryptic Somber Grandiose Tranquil Haunted Intellectual
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)	PUTHS
 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) 	
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)	

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Move and take one action, in any order.

SPENDING HERO POINTS

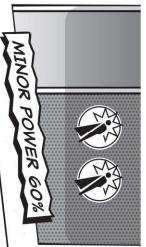
You can spend hero points () in the following ways:

- 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.

- ♦ 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

- 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.







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).

☐ Preparation (you sense evil on the horizon and prepare for its arrival)	Choose two of the following personality traits that best describe your hero. Caustic Short-Tempered Sly Cynical Smarmy
Other (fill in your answer in the Truths box)	□ Enthusiastic □ Vulgar □ Gregarious □
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) 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)	Pensive
□ 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)	

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- ♦ 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.
- 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.







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^{$^{\infty}$} and Etrigan^{$^{\infty}$} (DC).

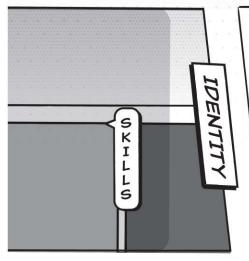
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- SUPERNATURAL ORIGIN	PERSONALITY TRAITS
What type of supernatural entity are you? ☐ Angel/Demon (you are a foot soldier in the war between Heaven and ☐ Spirit (you are the ghost of someone deceased, or the spiritual embodices some supernatural force or philosophical concept) ☐ Vestige of a Dead God (you were once a powerful deity, now forgot modern worshipers; you are a shadow of your former power) ☐ Other (fill in your answer in the Truths box)	iment of Bitter Intimidating
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)	RUTHS
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)	
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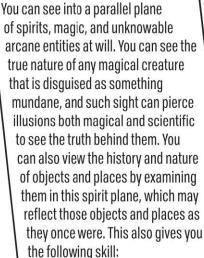
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SHADOW SIGHT

Real Name:

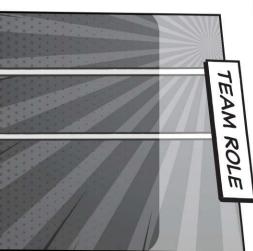
First Appearance:





SUPERPOWER 80%

SEE INTO THE SPIRIT REALM 70%



HERO POINTS PER CONFLICT

RESISTANCE

/ 100



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 (綱) 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 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

- 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.

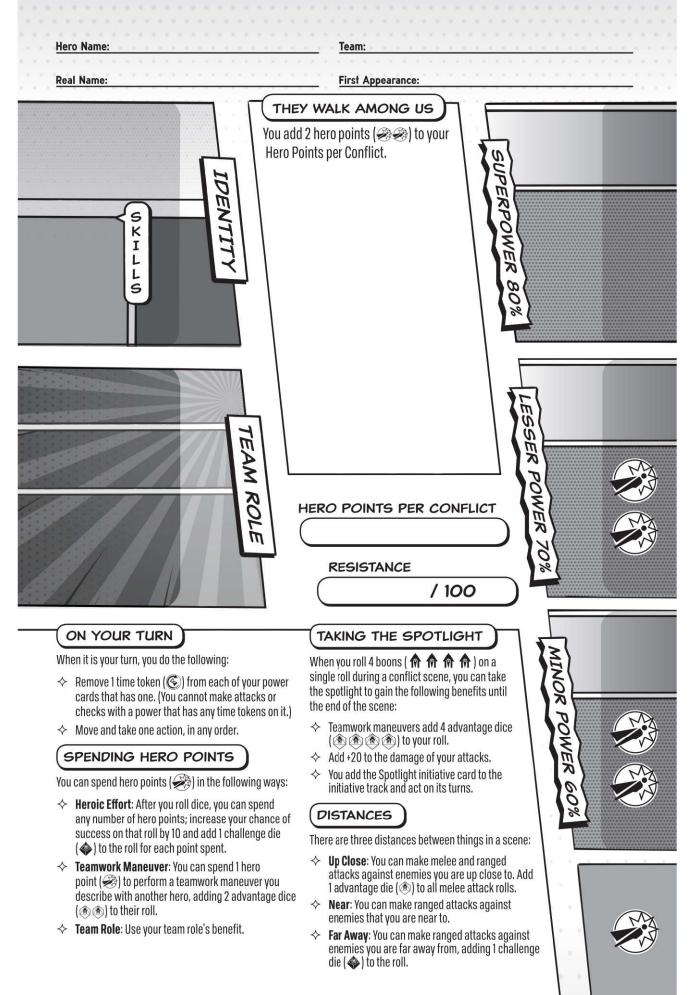




LEGENDARY WARRIOR

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).

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LIVING OUT OF TIME	PERSONALITY TRAITS
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 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)	☐ Brave ☐ Reckless
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)	UTHS
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)	
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)	
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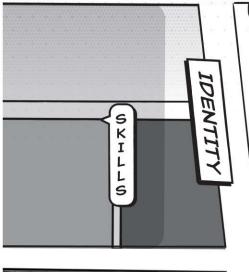


You are the modern embodiment of some ancient deity or divine force. Some would call you a god, others simply an alien, but regardless you stand above humanity with incredible powers and the weight of a deity's responsibilities. Examples from popular comics include Ares™, Storm®, and Thor® (Marvel),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

PANTHEON	PERSONALITY TRAITS
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)	Choose two of the following personality traits that best describe your hero. Arrogant Prideful Cold Serious Excitable Short-Tempered Friendly Surly Grandiose
VULNERABILITY	Mercurial
What was longer as a bline from a second a second a 100	ITHS
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)	
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)	
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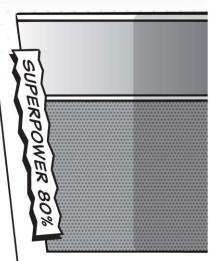
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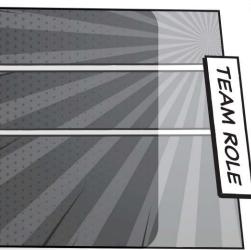
First Appearance:



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).

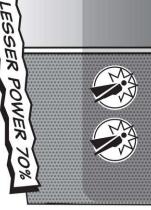




HERO POINTS PER CONFLICT

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:

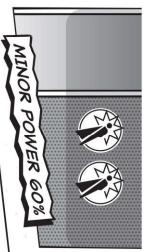
- Heroic Effort: After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (*) to the roll for each point spent.
- → Teamwork Maneuver: You can spend 1 hero point (※) to perform a teamwork maneuver you describe with another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

TAKING THE SPOTLIGHT

- 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

- 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.







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 Gleek (DC).

PHYSICAL FORM	PERSONALITY TRAITS
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)	Choose two of the following personality traits that best describe your hero. Affectionate Mischievous Curious Proud Distrustful Timid Excitable Tranquil Lazy
(VULNERABILITY)	□ Loyal □
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)	5
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) 	
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- 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.

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

- Up Close: You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (1991) 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.

