

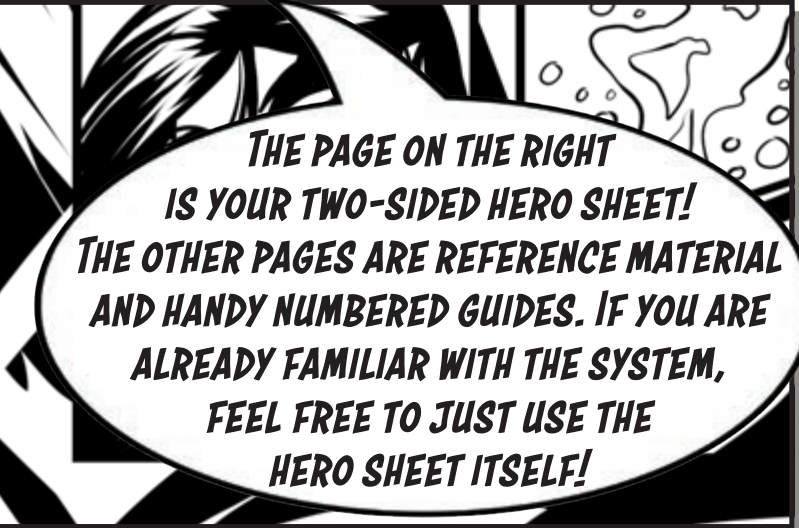
**SENTINEL
COMICS**
THE ROLEPLAYING GAME

**1 | CHARACTER
BOOKLET**

TACHYON



**THE SUPER-SPEED
SCIENTIST
WHO THINKS EVEN FASTER
THAN SHE SPRINTS!**



**THE PAGE ON THE RIGHT
IS YOUR TWO-SIDED HERO SHEET!
THE OTHER PAGES ARE REFERENCE MATERIAL
AND HANDY NUMBERED GUIDES. IF YOU ARE
ALREADY FAMILIAR WITH THE SYSTEM,
FEEL FREE TO JUST USE THE
HERO SHEET ITSELF!**

1 HERO PICTURE

An artistic representation of your hero.

2 PLAYER NAME

This is you! Put your name here to keep track of your sheets.

3 HERO NAME

This is the name of your hero.

4 ALIAS

When not in engaging in heroics, what identity does your hero assume? The name they are known by is their alias.

5 PHYSICAL ATTRIBUTES

The details about your character, from the way they look to the clothes they wear and the gear they carry.

6 CHARACTERISTICS

These are the four building blocks that make up every hero. Background is where they came from. Power Source explains how they have the ability to fight crime. Archetype is what kind of hero they are. And Personality is their personality!

7 PRINCIPLES

Every hero has two basic principles that drive who they are. This area is where those principles are explained, including how to roleplay them, what occurs during a minor twist, and what happens during a major twist. Your GM will tell you when to invoke those twists. Also, on the next set of pages, you have a Green ability related to each of your principles.

8 HERO POINTS

Hero points are gained when you use the abilities tied to your principles. Hero points can be used between issues (sessions of *Sentinel Comics: The Roleplaying Game* are called "issues") to obtain bonuses, which you record by filling in the ovals next to the size of bonus you obtained.

9 HERO POINTS THIS ISSUE

Whenever you gain a hero point, mark one of these ovals. At the end of each issue, you'll transfer all of the points from this section to the Unspent Hero Points section on the left. Each hero can gain up to five hero points per session.

10 BACK ISSUES

Whenever you finish an issue, you and your allies give that issue a name and number and record it here.

11 COLLECTIONS

Once you have six back issues, gather them all into a collection, name that collection, and erase all of the issues in it from the Back Issues section.

Collections can be called on during play to either maximize a die in a die pool, or to create a bit of story within a scene, as outlined on pages 11 & 12 of the Gameplay Guide.

After a collection has been invoked, check the box next to the name of that collection to note that it has been used for this issue. At the beginning of an issue, erase all of the marks by the collections, refreshing them.

WHAT TO DO DURING YOUR TURN

(Give the next acting player a heads up.)

1. **Describe** what you want to do
2. **Decide** what action to take
3. **Choose** an ability or basic action
4. **Determine** your power, quality, & status
5. **Roll** the dice and apply the results
6. **Hand Off** the action to the next character

- **Attack:** Trying to hurt someone by dealing damage
- **Overcome:** Getting past an obstacle
- **Boost:** Assisting or empowering yourself or an ally
- **Hinder:** Making things more difficult for an opponent
- **Defend:** Preventing damage to yourself or another
- **Recover:** Getting Health back (this special action isn't usually used in action scenes)

1



SENTINEL COMICS

THE ROLEPLAYING GAME

PLAYER

2

HERO NAME

3 Tachyon

ALIAS

4 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.

5

CHARACTERISTICS

BACKGROUND Academic

POWER SOURCE Radiation

ARCHETYPE Speedster

PERSONALITY Impulsive

6

PRINCIPLE OF SPEED

7

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?

8

UNSPENT HERO POINTS

HERO POINT REWARDS

+1	☐	☐	☐	☐
+2	☐	☐	☐	☐
+3	☐	☐	☐	☐
+4	☐	☐	☐	☐

HERO POINTS THIS ISSUE:

BACK ISSUES

10

COLLECTIONS

Freedom Four Vol. I

9

11

1

HERO NAME

Tachyon

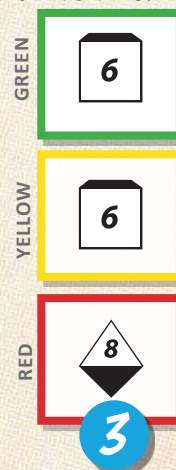
ALIAS

Dr. Meredith Stinson

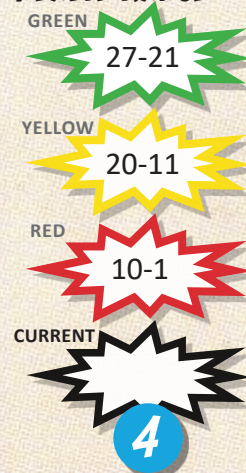
PLAYER

POWERS A	DIE TYPE	QUALITIES B	DIE TYPE
Inventions	8	Close Combat	8
Lightning Calculator	10	Finesse	8
Speed	10	Mind over Matter	8
Vitality	6	Science	12
		Self-Discipline	8

STATUS DICE



HEALTH RANGE



5

ABILITIES

6

ICON	NAME		TYPE	GAME TEXT
	Hypersonic Assault	C	A	Attack multiple targets using Finesse. Use your Min die. Hinder each target with your Mid die.
	Quick Insight	D	A	Boost or Hinder using Lightning Calculator. Use your Max die. If you roll doubles, Attack with your Mid die.
	Nimble Strike	E	R	When a target moves near you, you may Attack it by rolling your Speed die.
	Principle of Speed	F	I	When you successfully Overcome, you may end up anywhere in the current environment. You and each of your allies gain a hero point.
	Principle of Science	G	A	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	H	R	After rolling dice, you may take 1 irreducible damage to reroll the dice you just rolled.
	Stabilization Device	I	A	Boost yourself with Inventions. Remove a penalty on yourself or recover Health equal to your Min die.
	Lightspeed Barrage	J	A	Attack using Close Combat. Use your Max die. If you roll doubles, use your Max+Min instead.
	Sonic Vortex	K	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.

ICON	NAME		TYPE	GAME TEXT
	Pushing the Limits	L	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	M	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.

N

TACHYON'S POWERS EXPLAINED

Inventions are what got Dr. Stinson into science originally.
Lightning Calculator is Tachyon's mind moving at superspeed.
Speed is how fast Tachyon can do stuff. Which is really fast.
Vitality represents Tachyon's ability to hold herself together.

TACHYON'S QUALITIES EXPLAINED

Close Combat is for punching at high speeds on the run.
Finesse represents Tachyon's ability to be careful while speedy.
Mind over Matter is Tachyon's approach to life in general.
Science is Tachyon's specialty. She's the best at science.
Self-Discipline is Tachyon keeping her speed from killing her.

TACHYON'S GREEN ZONE EXPLAINED

Tachyon hits every opponent she can get to on foot, knocking them off their feet as she zips past them.

Thinking through the situation, Tachyon either Boosts herself or an ally, or she Hinders a foe. If the variables line up just right, she might also see an opening to Attack.

If someone approaches Tachyon, her speedy reflexes let her strike them before they can follow through on their intentions.

Due to Tachyon's alacrity, she quickly moves on from solved problems, already thinking about the next challenge.

Tachyon is constantly keeping up with the world of science and knows what theories to apply to given obstacles.

TACHYON'S YELLOW ZONE EXPLAINED

Tachyon makes mid-move micro-corrections to her actions.

The inventions Tachyon wears keeps her stable at high speeds. She can draw on them to Recover damage she's taken.

Unleash Tachyon's speed on a foe!

With a running start, Tachyon hits one target hard, and then a bunch more as well! But there's a chance this might hurt her.

TACHYON'S RED ZONE EXPLAINED

When Tachyon is in the Red zone, she gets more than one reaction per turn cycle. But it does sting a bit to take additional reactions after the first.

Tachyon can physically slow down and use her intellect to take a basic action with a greatly improved chance of success.

WHEN TACHYON IS OUT

Even though she's out of the fight, Tachyon can still impart high-speed info to an ally, improving their actions at a cost.

1 HERO NAME/ALIAS/PLAYER

Your hero's name and alias and your player name go here.

2 POWERS AND QUALITIES

Powers are special aspects that make you a hero. Qualities are skills and traits that you use in combination with powers to accomplish acts of heroism. When using a power or quality, roll the size of die depicted to the right of the name.

DICE ICONS



4-sided



6-sided



8-sided



10-sided



12-sided

3 STATUS DICE

Status is how the hero reacts to pressure. As you take damage, your personal status changes to Yellow and then to Red, as listed in the Health ranges in the green, yellow, and red bursts.

4 HEALTH

Record your current Health here, starting at 27, the top of Tachyon's Green Health range. Be prepared to erase!

5 ABILITIES

ACTION ICONS



Attack



Defend



Overcome



Hinder



Boost



Recover

GREEN ZONE

You always have access to your Green zone abilities (except for when you're Out).

YELLOW ZONE

You have access to your Yellow and Green zone abilities if your personal status or the scene is in the Yellow zone.

RED ZONE

You have access to your Red, Yellow, and Green zone abilities if your personal status or the scene is in the Red zone.

OUT

When you are Out, you only have access to your Out ability.

6 ABILITY TYPE

The letter in the Type column indicates the type of that ability.

A - Action: These abilities take an action to use/activate.

R - Reaction: Reactions happen in response to something.

I - Inherent: Inherent abilities are constantly happening.

HERO REFERENCE

TAKING ACTION

When you're in an action scene and it's your turn, describe your action, choose whether you're using an **ability** or **basic action**, and assemble your dice pool by taking an appropriate die from **powers**, one from **qualities**, and one from **status**.



Min die



Mid die



Max die



Min die + Max die = 10



Basic actions use your **Mid** die—the middle value of the three dice you rolled. Some abilities and other traits use your **Min** (lowest rolling) or **Max** (highest rolling) die instead, or some combination, like your **Min+Max** (lowest rolling plus highest rolling). If an ability does not specify a die, use your Mid.

BASIC ACTIONS

OVERCOME

When your hero faces an obstacle or risky endeavor, one that carries a risk of failure, injury to a hero, or dire consequences, this requires the hero to **Overcome** the challenge.

Assemble your dice pool, roll those dice, and then compare your result to the following list:

EFFECT DIE RESULT	OUTCOME
0 or Less	Action utterly, spectacularly fails
1-3	Action fails, or succeeds with a major twist
4-7	Action succeeds, but with a minor twist
8-11	Action completely succeeds
12+	Action succeeds beyond expectations

When your hero takes a twist, you as a player decide if you'll answer one of the questions under your principles (if appropriate to the scene) or you can let your GM decide an appropriate twist. A twist is always that: a plot twist, so work with your GM to determine an event that makes the story more interesting and moves the plot forward.

ATTACK

If your hero tries to deal damage to another character, whether it's physical (a series of punches), emotional (mocking taunts), or mental (psychic blasts), that's an **Attack**.

Assemble your dice pool, and inflict **damage** to your target equal to that result. If the target is a character with a Health rating, they lose that much Health. If the target is a minion, they roll a **minion save** to see if you knock them out immediately or not.

BOOST OR HINDER

When you **Boost** or **Hinder**, you make an effect called a **mod**. The Boost action creates a **bonus** for you or an ally; the Hinder action creates a **penalty** for an opponent.

Assemble your dice pool, roll those dice, and then compare your result to the following list to determine the mod size:

EFFECT DIE RESULT	MOD SIZE
0 or Less	No bonus or penalty is created
1-3	+/- 1
4-7	+/- 2
8-11	+/- 3
12+	+/- 4

Any number of bonuses and penalties can be applied to a roll, except only one **exclusive** mod can be used on a roll. Bonuses or penalties only apply for one roll and then go away unless they are **persistent** or an ability dictates their duration.

DEFEND

Your hero is always taking steps to protect themselves, but there are times when they want to focus on protecting themselves or someone else. In a **Defend** action, you describe what your hero is doing to avoid or reduce an Attack. Assemble your dice pool, roll those dice, and note your result. When you or the target you are Defending would next lose Health before your next turn, reduce the amount taken by your Defend result. If you or the target you're Defending are not Attacked before your next turn, the effect is wasted.

If you are under the effect of multiple Defend actions, choose the higher result to use; do not combine them.

SPECIAL CASES

RECOVER

Some abilities or other circumstances let you use a die from your roll to **Recover** as part of your action. Regain lost Health equal to that die's result, up to the maximum of your Green zone range. For recovering outside of action scenes, see Montage Scenes.

REACTIONS

Reactions (labeled with an R) are specific actions you can do in response to something happening. No matter how many abilities you have that grant reactions, you can only perform one reaction per round. This resets at the start of your turn.

INHERENT

Inherent abilities (labeled with an I) are always on. They are constant facts about your hero, like heavy plating on your armor, or a keen eye out for trouble. You don't have to specifically activate these abilities—they just happen.

RISKY ACTIONS

You can choose to add an extra effect to your basic action by taking a risky action. There will definitely be fallout—hence the “risky” part—so choose an appropriate minor twist when you decide to take a risky action.

ACTION EXAMPLES

- An Attack that normally hits only one target can hit an extra target with the same die.
- An Attack is more powerful and uses the Max die.
- An Attack has an extra effect using the Min die, like Hindering the target.
- An Overcome action also deals damage to a target in the way using the Min die.
- A Hinder action also moves the target far enough away that they will have trouble making their way back.
- A Boost action creates a persistent bonus instead of fading after one use.
- A Defend action also Boosts an ally using your Min die.

A risky action only works for a basic action, and should only be as circumstances warrant it. If you're doing something you've practiced, it's an ability.



HIT THE DECK!

A common risky action is to take a Defend action when facing an enemy's massive attack. A basic Defend action can be done out of turn as a reaction by activating a minor twist. You may only Defend yourself this way and not others.

COLLECTIONS

As you play your hero, you develop a comic book collection of your hero's prior appearances. The Starter Kit heroes all start with a First Appearance collection.

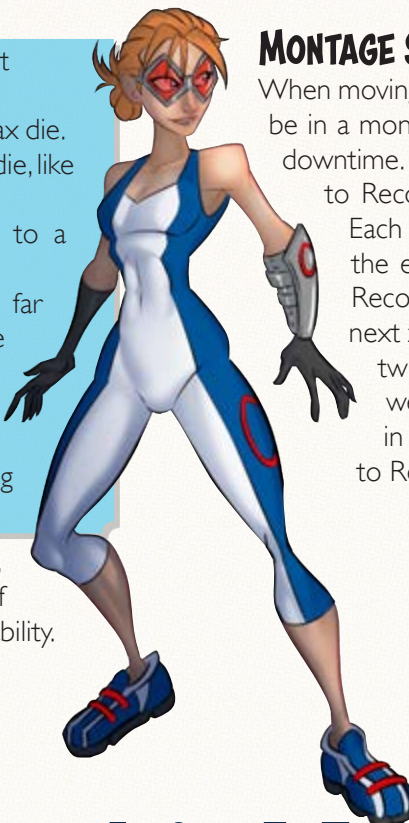
You can call on each of your collections once per session, using previous experiences to help you and marking off that collection as you do so. This has one of several effects:

- After rolling, you can change the number on one die to any side of that die you choose. Determine Min/Mid/Max after doing so.
- Establish one fact about a scene your hero is in, based on a previous issue. (Yes, just make something up, as long as it isn't ridiculous and is rooted in the events or lessons from that back issue. If your idea is out of line, the GM will veto it and ask you to think of another one.)
- You can invoke your collection instead of taking a minor twist, provided you can think of an explanation for how it's relevant to the situation.

However you use it, you have to justify how that previous adventure helps with the current situation.

MONTAGE SCENES

When moving between action scenes, the heroes might be in a montage scene to cover what happens in the downtime. Heroes can also use montage scenes to Recover lost Health if there's time to do so. Each hero describes how they recover from the events of the previous action scene. They Recover Health up to the maximum of the next zone up. They may choose to take a minor twist (that lasts through the next scene as well) to Recover two zones, or if they were in dire straights, they may take a major twist to Recover all of their Health at once.



Dr. Meredith Stinson was already a well known scientist, recognized for her accomplishments in many scientific fields—particularly in particle physics—when the lab accident occurred. All of her scientific knowledge and experience could not save her when multiple failsafe measures failed simultaneously and the particle emitter flooded the control room with tachyon particles. Dr. Stinson's entire body was bombarded by these formerly theoretical particles, overwhelming her nerves and knocking her out cold. When she recovered, she found that she surprisingly suffered no adverse effects.

Shaken but returning to work, she began to notice an unusual increase in her efficiency. Tasks that would have taken hours were done in half the time, and she found herself unconsciously picking up speed as she moved about the lab. The consummate scientist, she ran a series of tests on herself and discovered that the cells within her body had been accelerated. Securing a wind tunnel within the facility for herself, she began to test the extent of her changes and found that she could move at superhuman speeds.

News of her findings quickly spread, resulting in the government recruiting her for a new initiative. Dr. Stinson was offered nigh-unlimited research funds in exchange for her joining the Freedom Four. That funding would mean she would have to take time away from the lab and her wife Dana at home, but it would also give her a chance to do a lot of good in the world. So, taking the name Tachyon, Dr. Meredith Stinson acted as both speedster and scientific advisor to the team. Over her many years of super-heroics alongside the Freedom Four, and later the Freedom Five, Tachyon made quite a name for herself as the fastest hero and the quickest thinker. She also cultivated a deep friendship with her teammate Ryan Frost, AKA the hero Absolute Zero. Later, she took on an intern named Devra Caspit, who had powers of her own. That intern in time became the hero Unity.

Recently, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. Prior to that fight, Tachyon had sustained notable injuries in combat against Progeny, a scion of OblivAeon, and was still not fully recovered for the OblivAeon battle. Moving at high speeds was causing additional injury to herself, and she pushed herself beyond her limits to help save the day. As a result, she now must wear various stabilizing devices to monitor her speed and keep her body from tearing itself apart. Still, she uses her speed and her mind to stand in defense of the world against any who would threaten this world.

