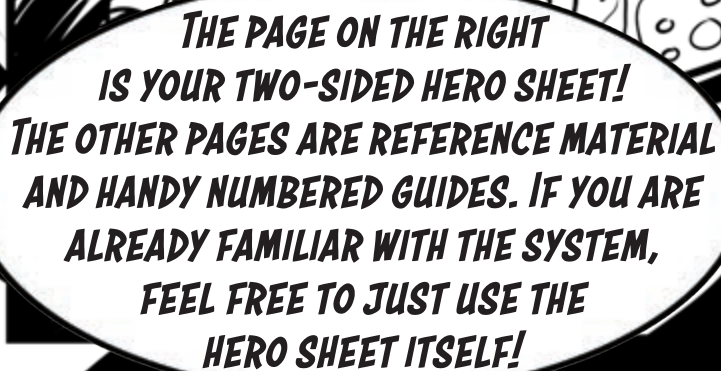# WRAITH

**THE URBAN ROGUE**
**WHO USES THROWING KNIVES,**
**STEALTH, & GADGETS**
**TO FIGHT CRIME!**

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

**2** Player

**3** Hero Name
Wraith

**4** Alias
Maia Adrianna Montgomery

**5** Physical Attributes

GENDER Female | AGE Mid to Late 20s | HEIGHT 5'7"

EYES Green | HAIR Black | SKIN Pale

BUILD Fit

COSTUME/EQUIPMENT Dark purple cloak with a hood, red bodysuit, and purple gloves and boots. Purple bands around her arms and legs, and a purple mask on the lower half of her face. Pouches for gadgets on her belt.

**6** Characteristics

BACKGROUND Upper Class | POWER SOURCE Training

ARCHETYPE Shadow | PERSONALITY Analytical

**Principle of the Detective**

**7**

DURING ROLEPLAYING

You can always tell when an important piece of information is being left out or obscured, though you might not know what it is.

MINOR TWIST

What important clue did you miss?

MAJOR TWIST

What major secret was just revealed that you would rather had stayed hidden?

**Principle of Stealth**

DURING ROLEPLAYING

You always know the most efficient method to enter or leave a location.

MINOR TWIST

What evidence did you just leave behind?

MAJOR TWIST

What just happened that identified you as an obvious threat?

**8** Unspent Hero Points

Hero Point Rewards

+1 ○ ○ ○ ○
+2 ○ ○ ○ ○
+3 ○ ○ ○ ○
+4 ○ ○ ○ ○

**9** Hero Points this issue: ○ ○ ○ ○ ○

**10** Back Issues

**11** Collections
☐ Mystery Comics Vol. I
☐
☐
☐
☐
☐

# HERO NAME
Wraith

# ALIAS
Maia Adrianna Montgomery

# PLAYER

## 2

| POWERS A | DIE TYPE | QUALITIES B | DIE TYPE |
|---|---|---|---|
| Agility | 8 | Close Combat | 8 |
| Deduction | 6 | Fitness | 8 |
| Gadgets | 8 | Investigation | 10 |
| Throwing Knives | 10 | Ranged Combat | 8 |
| | | Stealth | 10 |
| | | Wealthy CEO | 8 |

## STATUS DICE

| | |
|---|---|
| GREEN | 10 |
| YELLOW | 8 |
| RED | 6 |

3

## HEALTH RANGE

| GREEN | 26-21 |
|---|---|
| YELLOW | 20-10 |
| RED | 9-1 |
| CURRENT | |

4

## 5 ABILITIES

6

### GREEN ZONE

| ICON | NAME | TYPE | GAME TEXT |
|---|---|---|---|
| 👊🛡️ | Strike from the Shadows C | A | Attack using Stealth. Defend with your Min die against all Attacks on you until the start of your next turn. |
| 👊📖 | Grappling Hook D | A | Attack using Ranged Combat. Then, remove a physical bonus or penalty, Hinder a target using your Min die, or move to elsewhere in the environment. |
| ✒️ | Principle of the Detective E | A | Overcome to learn hidden information. Use your Max die. You and each of your allies gain a hero point. |
| ✒️ | Principle of Stealth F | A | Overcome to infiltrate somewhere or avoid detection. Use your Max die. You and each of your allies gain a hero point. |

### YELLOW ZONE

| ICON | NAME | TYPE | GAME TEXT |
|---|---|---|---|
| ▲👊 | Utility Belt G | A | Boost yourself using Gadgets. Use your Max die. That bonus is persistent and exclusive. Attack with your Min die. |
| 🛡️ | Smoke Bombs H | R | When you would take damage, you may Defend using Gadgets. |
| 👊 | Unleash I | A | Attack using Throwing Knives. Use your Mid die to attack an additional target for each of your persistent bonuses, applying that bonus to the target. |

### RED ZONE

| ICON | NAME | TYPE | GAME TEXT |
|---|---|---|---|
| ▲👊 | Favorite Knife J | A | Boost using Throwing Knives. Use your Max die. That bonus is persistent. Then, Attack with your Mid, plus that bonus. |
| 👊 | Culminating Stab K | A | Attack using Close Combat and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this attack first, even if they are exclusive. |

### OUT

| | | | |
|---|---|---|---|
| Remove one bonus of your choice. L | | | |

## Wraith's Powers Explained

**Agility** is for doing flips and landing gracefully.
**Deduction** is Wraith's ability to put together clues.
**Gadgets** are any number of devices Wraith carries.
**Throwing Knives** are Wraith's weapon of choice.

## Wraith's Qualities Explained

**Close Combat** is for fighting someone right up close.
**Fitness** represents Wraith's athletic conditioning.
**Investigation** is used for digging into mysteries.
**Ranged Combat** is for shooting or throwing weapons.
**Stealth** is Wraith's ability to sneak, hide, and move silently.
**Wealthy CEO** represents Wraith's company and assets.

## Wraith's Green Zone Explained

Wraith sneakily strikes an opponent, then keeps to the shadows for a round. This is a good way to do reconnaisance and keep out of danger while still being part of the fight.

Using her grappling hook, Wraith can hit an opponent, and then do one of these three things: entangle an obstacle, tie someone up, or maneuver to a different location in the scene.

As a seasoned detective, when Wraith hunts for clues, she is excellent at uncovering information that is obscured.

When Wraith is in the shadows or keeping out of sight, she is nigh impossible to spot. After all, she is the Wraith.

## Wraith's Yellow Zone Explained

Wraith pulls a useful gadget out of her utility belt to use in future turns, while also Attacking a target right now.

Wraith is ready to drop a smoke bomb and dash away at any sign of danger. Smoke Bombs is a powerful defensive reaction, but remember: you only get one reaction per turn cycle.

Remember pulling out all of those weapons and gadgets? Now it's time to put them all to use! Wraith attacks a different target with each bonus she has in play.

## Wraith's Red Zone Explained

She doesn't like to use it too often, but when the fight is at its worst, it's time for Wraith to bring out her favorite knife and use it immediately. It's quite the lovely little blade.

Wraith takes advantage of the weakend state of a foe, stabbing them right where it counts. This uses up all the penalties on the target, but for a huge payoff.

## When Wraith is Out

Wraith's presence and gadgets can still foil foes when she is unable to keep fighting or even if she's knocked out.

## 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 | 6 | 8 | 10 | 12 |
|---|---|---|----|----|
| 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 26, the top of Wraith'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.**

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.

**3** **6** **7**

**Min** die     **Mid** die     **Max** die

**3** **7**

**Min** die + **Max** die = 10

## 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 deals 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.

Highly focused from a young age, Maia Adrianna Montgomery excelled in school, finishing high school early and then graduating with degrees in mathematics and engineering before the age of 20. Walking home from class one night, Maia fell victim to random gang violence. Her boyfriend was killed and she was left in a coma for weeks. Upon recovering, she vowed to never be a victim again.

Leveraging her family's wealth to hire trainers from several disciplines of combat, Maia began patrolling Rook City at night as The Wraith, protecting those in her city who could not protect themselves. As a surprise graduation present, her parents gave her the reins to Montgomery Industries. Maia balanced two lives: by day, the world's youngest CEO; by night, the protector of her city.

When the hero Legacy approached Wraith about joining a team of heroes, she was reluctant at first. Her strength had always come from the shadows—working as part of a team of heroes would be more challenging. It would also take her away from her professional time with Montgomery Industries, further threatening her secret identity. However, seeing the threat posed by numerous villains from this world and beyond, Wraith agreed to be a founding member of the Freedom Five. Wraith still operated on her own around Rook City, but would join forces with the Freedom Five against major threats.

In the last few years, Wraith revealed her identity as Maia Montgomery to the Freedom Five, but it's still a closely guarded secret. Since then, Maia and Tyler Vance—AKA the hero Bunker—have begun to grow closer. They have started to see each other as more than just teammates. But the dedication to the cause and sense of professionalism that brought them together also means that they are focused in battle, and don't let their personal feelings get in the way of working together as a tight-knit team when fighting evil.

Recently, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. In the wake of the destruction, Maia Montgomery has been leveraging the impressive resources of her company, Montgomery Industries, to aid in the rebuilding efforts of Megalopolis, Rook City, and many other places in the world that suffered at the hands of OblivAeon. Simultaneously, Wraith has been active in Megalopolis, patrolling the streets and protecting work crews as they put the shattered city back together. A hero's work is never truly done.

# WRAITH