

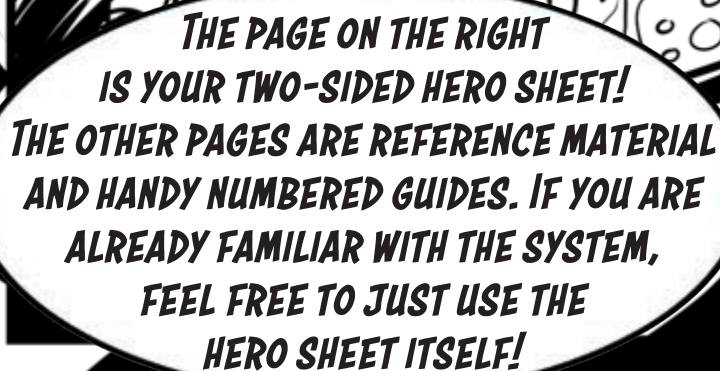
**SENTINEL
COMICS**
THE ROLEPLAYING GAME

**1 | CHARACTER
BOOKLET**

LEGACY



**THE ALL-AMERICAN
MIGHTY FLYING LEADER OF
THE FREEDOM FIVE!**



**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

Legacy

ALIAS

4

Paul Parsons

PHYSICAL ATTRIBUTES

5

GENDER Male | AGE Middle Aged | HEIGHT 6'2"

EYES Blue | HAIR Light Brown | SKIN White

BUILD Paragon of Athleticism

COSTUME/EQUIPMENT White form-fitting costume. Blue cape. Red gloves & boots. Black and silver lantern insignia on chest. Red belt. Legacy ring.

CHARACTERISTICS

6

BACKGROUND Dynasty

POWER SOURCE Genetic

ARCHETYPE Physical Powerhouse

PERSONALITY Natural Leader

PRINCIPLE OF THE HERO

7

DURING ROLEPLAYING

Because of your abilities, you have a calling to protect others.

MINOR TWIST

Your immediate need to help someone else causes you to drop the ball in your personal life. What was it?

MAJOR TWIST

You're given an ultimatum between your life as a hero and something else you value. What do you give up?

PRINCIPLE OF THE MENTOR

DURING ROLEPLAYING

It is important to you to share your knowledge and experience with less-weathered heroes.

MINOR TWIST

Which whippersnapper just showed you up?

MAJOR TWIST

What has just proven that you're too behind the times?

8

UNSPENT HERO POINTS

HERO POINT REWARDS

+1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HERO POINTS THIS ISSUE:

BACK ISSUES

10

COLLECTIONS

11

Justice Comics Vol. I

1

HERO NAME

Legacy

ALIAS

Paul Parsons

PLAYER

2

POWERS A	DIE TYPE	QUALITIES B	DIE TYPE
Awareness	6	America's Finest	8
Flight	8	Close Combat	8
Strength	10	History	8
Vitality	8	Imposing	8
		Leadership	10

STATUS DICE



3

HEALTH RANGE



4

5

ABILITIES

6

GREEN ZONE

ICON	NAME		TYPE	GAME TEXT
	Galvanize	C	A	Boost using Leadership. Apply that bonus to all Attacks and Overcomes by allies until the start of your next turn.
	Motivational Charge	D	A	Attack using Leadership. All nearby allies with their Health in the Yellow or Red zone recover Health equal to your Min die.
	Fortitude	E	I	Reduce physical and energy damage by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
	Principle of the Hero	F	A	Overcome in a situation in which innocent people are in immediate danger. Use your Max die. You and each of your allies gain a hero point.
	Principle of the Mentor	G	A	Overcome a challenge that someone else younger already tried and failed. Use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME		TYPE	GAME TEXT
	Thokk!	H	A	Attack using Strength. Use your Max die.
	Flying Smash	I	A	Attack multiple targets using Flight. Use your Min die.
	Danger Sense	J	R	When you would be damaged by an environment or a surprise attack, Defend using Awareness.

RED ZONE

ICON	NAME		TYPE	GAME TEXT
	Take Down	K	A	Attack using Flight. Use your Max die. Hinder that target with your Mid+Min dice.
	Heroic Interception	L	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your Leadership die.

OUT

Boost an ally using America's Finest.

M

LEGACY'S POWERS EXPLAINED

Awareness represents Legacy's constant vigilance.

Flight is Legacy's power to fly through the air and even space!

Strength represents Legacy's impressive physical might.

Vitality relates to Legacy's superhuman durability.

LEGACY'S QUALITIES EXPLAINED

America's Finest is Paul Parsons furthering his father's Legacy.

Close Combat is punching evil-doers for the sake of freedom.

History represents Legacy's knowledge of American history.

Imposing is Legacy's physicality and reputation as a hero.

Leadership represents Legacy's natural knack for leading.

LEGACY'S GREEN ZONE EXPLAINED

Legacy gives an inspiring speech or leads the way into battle, and his fellow heroes feel strengthened and ready for action.

When Legacy charges into combat, proving that no evil-doer can stand in the face of justice, his allies are greatly heartened.

Legacy's powers protect him from most sources of damage, including everything from bullets to laser blasts.

His entire life, Legacy has stood between threats and innocent bystanders. This is who Legacy is, and who he will always be.

There are lots of new heroes, but sometimes it takes age and experience to show the way. Legacy's always happy to help.

LEGACY'S YELLOW ZONE EXPLAINED

A powerful punch!

Legacy flies into a group of foes, striking each of them in turn.

Legacy's powers protect him, even when he's unaware of the threat. Remember: you only get one reaction per turn cycle.

LEGACY'S RED ZONE EXPLAINED

Legacy flies at an opponent, driving them into the ground and staggering them, greatly Hindering their next action.

Paying close attention to the battlefield, Legacy is always ready to take a punch to protect an ally, knowing that he will take less damage. Note that this is also a reaction and cannot be used in the same turn cycle as Danger Sense.

WHEN LEGACY IS OUT

Legacy may get overwhelmed, but his presence is still inspiring. His allies fight on, stronger than ever.

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 32, the top of Legacy'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.



The Parsons family represents one of the United States' most enduring traditions. Ever since Joseph Parsons spotted British soldiers, making possible Paul Revere's famous ride, the Parsons family has been protecting the United States from threats both near and far. Joseph himself had limited powers, but each generation of Parsons has inherited the powers of their forefathers and also developed a new power. Joseph had the power to sense danger. His son Paul gained that power, and also had increased strength and durability. Over the following generations, each Paul Parsons grew in strength, speed, and stoutness, until the Paul Parsons who fought in the first World War. He had the power of flight, and was the first to take up the mantle of Legacy.

Paul Parsons the Eighth is the latest Legacy, the founding member of the Freedom Five, and just as every Parsons before him, he continues to fight the forces of evil in the name of liberty and the common man. He has been Legacy far longer than his father or grandfather were, and his array of impressive powers are secondary to the work he's done as a leader for many heroes, and an inspiration for all.

Over twenty years ago, a daughter was born to Paul Parsons and his wife, Senator Emily Parsons. As the first child of the Parsons line had been named Paul for so many generations, they named her Pauline Felicia Parsons. As she grew older, she learned of the legacy she would uphold. She took to it readily, though she goes by her middle name. Her father started training her before her powers developed, so when teenaged Felicia began shooting beams of energy from her eyes, she was startled but ready to deal with the responsibility of being Young Legacy.

Recently, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. The fight came to the Freedom Five's home city of Megalopolis. There, OblivAeon destroyed Freedom Tower with Legacy trapped inside. The rest of his team fought back against the forces of OblivAeon, and Young Legacy joined the fray. Legacy was later rescued from the rubble, but only after the defeat of OblivAeon.

Now, Legacy and the Freedom Five are working to restore Megalopolis. However, Paul Parsons is starting to think about hanging up his cape. His daughter is a powerful hero in her own right, and his team is strong, even without him. He is proud of his heritage, but also knows that he must step aside to make room for a new generation of heroes. That said, it will be hard for him to do so, as long as evildoers still threaten the citizens of this world.

LEGACY