Dark Watch

Expatriette (Amanda Cohen)



Physical Attributes:
Gender: Female Age: 22 Height: 6’1”
Eye: Brown Hair:Naturally Purple (and Orange?) Skin: Pale
Costume/Equipment: A two-tone blue halter top with white collar. Dark bluish purple pants, and blue gloves. She wears an eyepatch over her bad eye, and carries guns with her. Lots of guns.

Background: Tragic	Power Source: Training
Archetype: Marksman	Personality: Stoic

	Principle of the Clear-Headed (Treat as Principle of the Veteran)	Principle of The Powerless (Retcon)
	You remain clear-headed under intense combat situations.	You value training and hard work over enhanced abilities. You understand how to get things done without powers and how to exploit flaws in powered individuals.
Minor Twist	What affected you emotionally about the current conflict?	What temporary injury did you just suffer?
Major Twist	How are you withdrawing from the current conflict?	What more serious injury did you just suffer?

Expatriette POWERS/QUALITIES

Qualities	Die	Powers	Die
Imposing	d10	Pride & Prejudice (Signature Weapon)	d10
Self-Discipline	d8	Arsenal (Gadgets)	d10
Ranged Combat	d10	Agility	d6
Criminal Underworld Info	d8	Presence	d8
Superhuman Hunter	d8	Awareness	d8

Abilities:

Quick Draw (Dual Wielder)	A	Attack two different targets using Pride & Prejudice. One target using your mid die and the other using your Min die.
Load	A	Boost using Arsenal, create one bonus using your max die and another using your mid die.
Principle of the Clear-Headed	A	Overcome a tactical challenge using knowledge of a previous conflict. Use your Max die. You and each of your allies gain a hero point.

Principle of the Powerless	A	Overcome a situation by using your knowledge of the limitations of superpowers and use your max die. You and each of your allies gain a hero point.

Arsenal Access (Always be Prepared)	A	Boost yourself with Arsenal. Use your max die, that bonus is persistent and exclusive. Then, Attack using your min die. You may use the bonus you just created on that attack.
Assault Rifle (Flowing Fight)	A	Attack using Agility. Use your Mid die to attack one extra target for each bonus you have. Apply a different bonus to each attack.
Hair Trigger Reflexes	R	When a new target enters close range, attack that target by rolling your single Pride & Prejudice Die.

RPG Launcher (Canny Awareness)	A	Overcome using Self-Discipline. Use your Max+Min dice. Hinder all nearby opponents with your mid die.
Tactical Shotgun (Finishing Blow)	A	Attack using Ranged Combat. Use your Max die. Remove any number of penalties from the target. Add your Min die to the attack each time you remove a penalty.

Out:Boost an ally by rolling your single Ranged Combat Die

Status Die:
Green: d8, Yellow: d8, Red: d8
28-22 21-11 10-1

Harpy/Pinion (Lillian Merle Corvus)



Physical Attributes:
Gender: Female Age: 19 Height: 5’5”
Eyes: Blue (Purple contacts) Hair:White with black streak Skin: Very Pale
Costume/Equipment: A black and green mini dress with an off-the-shoulder cape. She also has black gloves and boots. She also wears the mask that gave her bird powers.

Background: Former Villain	Power Source: Relic
Archetype: Sorcerer	Personality: Distant

	Principle of Whispers	Principle of The Inner Demon

	The mask speaks to you in a voice that no one else hears. That voice tells you things, which might be true or false, but the voice certainly seems to know a lot.	You have a darkness in you that you strive to keep suppressed. You can reach out to your dark side to connect with similar forces
Minor Twist	How did the voice in your head just distract you?	What sinister act comes from tapping into your dark side?
Major Twist	What is the voice demanding of you now?	What havoc does your dark side inflict as you allow it to take control?

Harpy POWERS/QUALITIES

Qualities	Die	Powers	Die
Insight	d10	Hugin and Munin (Signature Weapon)	d8
Self-discipline	d6	Infernal	d8
Magical lore	d8	Bird Control (Animal Control)	d10
Alertness	d10	Teleportation	d10
Gothic Bird Matron	d8	Intuition (Retcon)	d6

Abilities:

Magical Bequest (Draw Power)	A	Boost yourself using Infernal. This bonus is persistent and exclusive.
Lash of the Elements (Energy Jaunt)	A	Attack multiple targets using infernal. Use your min die for each.
Directed Strike (Powerful Blast)	A	Attack using Hugin and Munin and use your max die.
Principle of Whispers	A	Overcome against a challenge that involves information that you have no real way of knowing. Use your Max die. You and each of your allies gain a hero point.
Principle of the Inner Demon	A	Overcome a situation by tapping into your dark psyche and use your max die. You and each of your allies gain a hero point.

Calling the Flock (Relic Drain)	A	Hinder using Hugin and Munin. Also recover health equal to your min die.
Applied Numerology (Magical Shield)	R	When another hero in the yellow or red zone would take damage, you may defend them by rolling your single Infernal Die.
Tenuous Focus (Cords of Magic)	A	Destroy all bonuses and penalties on a target, then hinder that target using bird control, using your max die

Uncontrollable Flock (Summoned Allies)	A	Use Bird Control to create a number of d6 minions equal to your mid die. They all act at the start of your turn.
Flock's Care (Aware Response)	R	When an opponent would attack or hinder you or a nearby ally, attack that opponent by rolling your single alertness die.

Out:Boost a single target by rolling your status die

Status Die:
Green: d10, Yellow: d8, Red: d6
28-22 21-11 10-1

Mister Fixer (H.R. 'Slim' Walker)



Physical Attributes:

Gender: Male	Age: 85	Height: 5’7”
Eyes: Brown	Hair:Grey	Skin:Dark

Costume/Equipment: Walker wears blue jeans with a baseball cap. He has also taped up his hands like a typical martial artist, and he wears an orange Gi with black trim, and a black cloth belt.

Background: Retired	Power Source: Ki Mystic (Use stats for Extra-Dimensional)*
Archetype: Close Quarters Combatant	Personality: Nurturing

	Principle of the Everyman	Principle of Peace
	You are just a normal person who has had exceptional martial arts training. You don't have the same sense of lofty purpose as other heroes, when needed, you can make yourself just another face in the crowd.	You believe that the ultimate goal of your mission is peace, and that violence is usually not the answer. While not necessarily a pacifist, you can almost always come up with a non-violent solution to problems.
Minor Twist	Which hero did you make look good at the expense of yourself?	What causes you to lose your calm?
Major Twist	How are you utterly and totally out of your league?	What major issue do you create with your team when you refuse to engage in violence?

*Of course Mr. Fixer's true power source is Training. Extra-Dimensional just happens to work Mechanically, so I renamed it.

Mr. FixerPOWERS/QUALITIES

Qualities	Die	Powers	Die
Criminal Underworld Info	d10	Intuition	d12
Insight	d10	Presence	d6
Close Combat	d12	Radiant	d6
Leadership (Retcon)	d6	Agility	d6
Blind monk mechanic	d8		

Abilities:

Grease Monkey Fist (Attune)	A	Boost yourself using Radiant. That bonus is persistent and exclusive. Damage dealt using that bonus is all Radiant Damage.
Pipe Wrench (Defensive Strike)	A	Defend using Close Combat. Attack using your Min die.
Dual Crowbars (Dual Strike)	A	Attack one target using Intuition. Attack a second target using your Min die.
Overdrive (Flexible Stance)	A	Take any two basic actions using Intuition, each using your Min die.

Principle of the Everyman	A	Overcome when using a boost made by another hero. Use your Max die. You and each of your allies gain a hero point.
Principle of Peace	A	Overcome a situation with serenity instead of violence and use your max die. You and each of your allies gain a hero point.

Jack Handle (Aura of Pain)	A	Attack multiple targets using Intuition. Then, take irreducible damage equal to the number of targets hit.
Bloody Knuckles (Absorb Essence)	R	When you defeat a minion, roll that minion's die and boost yourself using that roll.
Alternating Tiger Claw (Precise Strike)	A	Attack using Insight. Ignore all penalties on this attack, ignore any defend actions, and it cannot be affected by reactions.

Hoist Chain (Endurance Fighting)	I	Whenever you Attack a target with an action, also hinder that target with your Min die.
Charge (Finishing Blow)	A	Attack using Close Combat, Use your Max Die. Remove any number of penalties from the target, and add you min die to the attack for each time you remove a penalty.

Out:Boost an ally by rolling your single Insight die.
Status Die:
Green: d6, Yellow: d6, Red: d12
30-23 22-12 11-1

Nightmist (Faye Diamond)



Physical Attributes:
Gender: Female Age: 25 Height: 5’7”
Eyes: Green (white when using powers) Hair:Supernaturally White Skin: Pale
Costume/Equipment: Black gloves and shin high boots, a black long coat and skirt, and a white dress shirt. Faye also has an assortment of various magical artifacts she tends to keep on her person.

Background: ‘Law Enforcement’ (Detective)	Power Source: Mystical
Archetype: Elemental Manipulator	Personality: Analytical

	Principle of Magic	Principle of the detective
	You are attuned to an otherworldly force, and can feel the mystical energies of that area.	You can always tell when an important piece of information is being left out or obscured, though you might not know exactly what it is.
Minor Twist	What weird curse is now following you around?	What important clue did you miss?
Major Twist	What mystical backlash has changed your life?	What major secret was just revealed that you would rather have stayed hidden.

Nightmist POWERS/QUALITIES

Qualities	Die	Powers	Die
Investigation	d10	Infernal	d10
Leadership	d8	Intangibility	d8
Magical Lore	d10	Awareness	d6
Otherworldly Mythos	d10	Amulet of the Elder Gods (Signature Weapon)	d8
Magical Detective	d8		

Abilities:

Scouring Mists (External Combustion)	A	Attack up to two targets using Infernal. Also take an amount of damage equal to your Mid die.
Mistbound (Focused Apparatus)	A	Hinder using Infernal. Attack using your Min die. If you are in the red zone, you may apply the penalty to any number of nearby targets.
Principle of Magic	A	Overcome against a mystical force. Use your Max die. You and each of your allies gain a hero point.
Principle of the Detective	A	Overcome to learn hidden information and use your max die. You and each of your allies gain a hero point.

Master of Magic (Energy Alignment)	I	Whenever you take damage from Infernal, recover that amount of health instead.
Planar Banishment (Sever Link)	A	Overcome an environmental challenge using Intangibility. Use your Max die. Either remove any penalty in the scene or boost equal to your mid die.
Astral Premonition (Modification Wave)	A	Boost or Hinder using Infernal, and apply that mod against multiple nearby targets.

Oblivion (Eruption)	A	Attack up to three targets (one of which must be you) using Infernal. Assign your Min, Mid, and Max dice as you choose among those targets.
I call upon the Amulet of the Elder Gods! (Defensive Deflection)	R	When an opponent would deal you damage, you may roll your single Amulet of the Elder Gods (Retconned from Intangibility) die as a defend and also redirect that damage to a nearby target, other than the source of the attack.

Out:Remove a single boost or hinder in the scene.

Status Die:
Green: d10, Yellow: d8, Red: d6
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Setback (Pete Risk)



Physical Attributes:
Gender: Male Age: Mid 20s Height: 5’11”
Eyes: Blue Hair:Brown Skin: Light
Costume/Equipment: A Yellow and black skintight costume with black gloves. He wears a black domino mask around his eyes. On the chest of his costume is a six-sided die that has rolled a ‘1’

Background: Unremarkable	Power Source: Curse
Archetype: Physical Powerhouse	Personality: Naive

	Principle of the Indestructible	Principle of The Spotless Mind
	You ignore damage from unpowered close-combat weapons and attacks, such as clubs and non-powered fists, or basic ranged attacks such as slings and arrows.	You have a state of blissful ignorance. Grudges, entanglements, and insults slide right off of you..

Minor Twist	What goes wrong with your defenses?	What slid off you previously that could have been useful right now?
Major Twist	Who gets hurt other than you as a result of you not being able to take damage?	What major thing did your forget and why did forgetting it make your situation much worse?

Setback POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d10	Strength	d10
Persuasion	d8	Vitality	d6
Fitness	d12	Extreme Luck (Hallmark Power)	d8
Loveable Luckless Lunk	d8	Leaping	d6
		Presence (Retcon)	d6

Abilities:

Mitigate (Damage Resistant)	I	Reduce any physical or energy damage you take by 1 while you are in the green zone, 2 while in the yellow zone, and 3 while in the red zone.
Risk (Double Edged Luck)	I	Whenever you roll a 1 on one or more dice, you may reroll those dice. You must accept the result of the reroll.
Looking Up (Power Strike)	A	Attack using Strength and use your max die.
Principle of the indestructible	A	Overcome a situation in which you charge headlong into danger.. Use your Max die. You and each of your allies gain a hero point.
Principle of the Spotless Mind	A	Overcome a situation where being free of the past is useful and use your max die. You and each of your allies gain a hero point.

Cashing Out (Cursed Resolve)	A	Boost yourself using Vitality. Then, either remove a penalty on yourself or recover health using your min die.
Surprising Fortune	A	Boost all nearby allies using Extreme Luck. Use your max+mid

(Costly Strength)		dice. Hinder yourself with your min die.
Plucky Break (Strength in Victory)	R	When you eliminate a minion with an attack using close combat, recover health equal to your min die.

“Whoops! Sorry!” (Paragon Feat)	A	Overcome using Strength in a situation that requires you to be more than humanly capable, like a feat of extreme strength. Use your Max+min die. Boost all nearby allies with your mid die.
Karmic Retribution (Finishing Blow)	A	Attack using Fitness. Use your max die. Remove any number of penalties from the target and add your min die to the attack each time you remove a penalty.

Out:Boost a single target by rolling your single Extreme Luck Die

Status Die:
Green: d6, Yellow: d6, Red: d12
34-26 25-13 12-1

The Paradigms

Benchmark (Randall Butler)



Physical Attributes:
Gender: Male Age: Mid 20s Height: 6’
Eyes: Brown Hair:Black (But shaved head) Skin: Dark
Costume/Equipment: Randall’s primary costume is his silver power suit supplied by Revocorp, with a red visor and the Revocorp logo on his left pectoral.

Background: Adventurer	Power Source: Powered Suit
Archetype: Divided [Armored]	Personality: Naive

	Principle of the Indestructible	Principle of the debtor
	You ignore damage from unpowered close-combat weapons and attacks, such as clubs and non-powered fists, or basic ranged attacks such as slings and arrows.	You owe Revocorp for making you a superhero. You know plenty of Revocorp employees willing to give out favors, but it’ll cost you

		later.
Minor Twist	What goes wrong with your defenses?	What potential source of wealth looks mighty tempting right about now?
Major Twist	Who gets hurt other than you as a result of you not being able to take damage?	Who has come to collect?

Randall Butler POWERS/QUALITIES

Qualities	Die	Powers	Die
Leadership	d10	Strength	d8
Fitness	d8	Presence	d6
Smart, Strong, AND Sociable?!	d8		

BENCHMARK POWERS/QUALITIES

Qualities	Die	Powers	Die
Leadership	d10	Power Suit	d8
Fitness	d8	Flight	d8
Ranged Combat	d10	Strength	d8
Persuasion	d6	Presence	d6
Smart, Strong, AND Sociable?!	d8	Lightning Calculator (Retcon)	d6

Abilities:
Note: Out of the suit, Randall can only use the abilities Subcutaneous Cybernetics and Intervening Path Calculator

Deployment Actuation (Device Transform)	A	If you have access to your device, change from your civilian form to your heroic form, or vice versa. After your transformation, take a basic action using your min die. If you have penalties that separate you from your device or otherwise inhibit your having full access to your device, you cannot use this ability.
Reinforced Chassis (Armored)	I	Reduced any physical or energy damage you take by 1 while you are in the green zone, 2 while in the yellow zone, and 3 while in the red zone.

Legion-Core Processor (Diagnostic Subroutine)	I	Whenever your status changes due to the change in your current health, you may remove a penalty of yourself.
Onboard Cooling Unit (Dual Offense)	A	Attack using Power Suit. Attack a second target with your min die.
Subcutaneous Cybernetics (Repair)	A	Attack using Strength. Recover health equal to your min die.
Auto-Targeting Protocol (Unstoppable Charge)	A	Attack using Ranged Combat. Ignore all penalties on this attack, ignore any defend actions, and it cannot be affected by reactions.
Principle of the indestructible	A	Overcome a situation in which you charge headlong into danger.. Use your Max die. You and each of your allies gain a hero point.
Principle of the debtor	A	Overcome a challenge related to repaying your debt and use your max die. You and each of your allies gain a hero point.

Fly-by (Explosive Attack)	A	Attack up to three different targets using Flight. Apply your max die to one, mid die to another, and your min die to a third. If you roll doubles, take a minor twist or take irreducible damage equal to that die.
Intel Analyzer (On Board Upgrade)	A	Boost yourself using Power Suit. Use your min+mid dice. That bonus is persistent and exclusive.

Inferno Missile Pod (Finishing Blow)	A	Attack using Ranged Combat. Use your max die. Remove any number of penalties from the target. Add your min die to the attack each time you remove a penalty
Intervening Path Calculator (Heroic Sacrifice)	A	When an opponent Attacks, you may become the target of the attack and defend by rolling your single red zone die.

Out:Boost a single target by rolling your single power suit die

Status Die:
Green: d6, Yellow: d6, Red: d12
32-25. 24-12. 11-1

Parse (Kim Howell)



Physical Attributes:
Gender: Female Age: 28 Height: 5’5”
Eyes: Brown Hair:Black Skin: Dark Tan
Costume/Equipment: Kim carries a bow and a quiver of arrows. She wears a green dress, a magenta shirt with parenthesis icon on it,, a brown leather coat, and a magenta archery arm brace.

Background: Unremarkable	Power Source: Cosmos

Archetype: Marksman	Personality: Analytical

	Principle of Detachment	Principle of Clockwork (Retcon)
	You are detached from emotional situations and always keep your cool.	You are good at understanding how pieces of operate in tandem and can identify flaws in ordered systems.
Minor Twist	Which hero or supporting character have you just alienated with your distant behavior?	What tool just broke?
Major Twist	How have you withdrawn from the current situation to cope?	What faraway location are your tools now occupying?

PARSE POWERS/QUALITIES

Qualities	Die	Powers	Die
Ranged Combat	d8	Subconscious Processing (Intuition)	d8
Conviction	d10	Bow (Signature Weapon)	d10
Technology	d8	Predictive Algorithms (Precognition)	d6
Alertness	d8	Lightning Calculator	d10
Living Supercomputer	d8		

Abilities:

Impossible Shot (Precise Shot)	A	Attack using Bow. Ignore all penalties on this attack, ignore any defend actions, and it cannot be affected by reactions.
Recompile (Load)	A	Boost using Lightning Calculator to create one bonus using your max die and another using your mid die.
Principle of Detachment	A	Overcome a situation related to duress or fear. Use your Max die. You and each of your allies gain a hero point.
Principle of Clockwork	A	Overcome a complex problem with a simple tool and use your Max die. You and each of your allies gain a hero point.

Targeting Arrow (Called Shot)	A	Attack using Ranged Combat. Create a boost for another hero using your Max die.
Segmentation Fault (Exploding Ammo)	A	Attack or Overcome using Alertness on an environmental target, using your Max+Min dice. If you roll doubles, take a minor twist.
Exploit Vulnerability (Encourage)	A	Attack using Bow. Boost all nearby heroes taking Attack or Overcome actions using your min die until your next turn.
Gauge (Mass Adjust)	A	Boost or Hinder using Subconscious Processing and apply that mod against multiple close targets.

Between the Lines (Give Time)	A	Boost another hero using Lightning Calculator. If that hero has already acted for the turn, use your max die, and that hero loses health equal to your min die. That hero acts next in the turn order.
Snap Decision (Aware Response)	R	When an opponent would attack or hinder you or a nearby ally, attack the opponent by rolling your single Conviction die.

Out:Remove a bonus or penalty of your choice

Status Die:
Green: d10, Yellow: d8, Red: d6
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The Prime Wardens

Argent Adept (Anthony Drake)



Physical Attributes:
Gender: Male Age: Mid 30s Height: 5’10”
Eyes: Hazel Hair:Red Skin: Light
Costume/Equipment: Argent Adept wears fairly normal looking T-shirt, white gloves with music notes on them, white pants, and a fabulous cape. He can summon several different magically attuned instruments to him at will.

Background: Performer	Power Source: Mystical
Archetype: Modular [Sorcerer]	Personality: Distant

	Principle of Destiny	Principle of the Detachment (Retcon)

	You have discovered that it was inevitable that you would become the virtuoso of the void. You can always gain some measure of direction when needed.	You are detached from emotional situations and always keep your cool.
Minor Twist	What omen of dire fortune did you just witness?	What hero or supporting character have you just alienated with your distant behavior?
Major Twist	What heinous prophecy just came true?	How have you withdrawn from the current situation to cope?

Base Mode POWERS/QUALITIES

Qualities	Die	Powers	Die
Creativity	d10	Instruments of the Virtuosos (Signature weapon)	d10
Fitness	d8	Flight	d6
Otherworldly Mythos	d10	Sonic	d8
Magical Lore	d8	Intuition	d10
The Virtuoso Prime Warden	d8	Presence	d8

Xu's Bell Mode (Cannot boost, defend, or overcome in this Mode)

Qualities	Die	Powers	Die
Creativity	d10	Instruments of the Virtuosos (Signature weapon)	d12
Fitness	d8	Sonic	d8
Otherworldly Mythos	d10	Intuition	d12
Magical Lore	d8	Presence	d6
The Virtuoso Prime Warden	d8		

Musaragni's Harp Mode (Cannot attack or hinder in this Mode)(Only available in yellow or red zones)

Qualities	Die	Powers	Die
Creativity	d10	Instruments of the Virtuosos	d10

		(Signature weapon)	
Fitness	d8	Presence	d12
Otherworldly Mythos	d10		
Magical Lore	d8		
The Virtuoso Prime Warden	d8		

Telamon's Lyra Mode (Cannot attack or defend while in this mode) (Only available in yellow or red zones)

Qualities	Die	Powers	Die
Creativity	d10	Instruments of the Virtuosos (Signature weapon)	d12
Fitness	d8	Flight	d6
Otherworldly Mythos	d10	Sonic	d8
Magical Lore	d8	Intuition	d12
The Virtuoso Prime Warden	d8		

All instruments Mode (Cannot move or boost in this Mode) (Only available in Red Zone)

Qualities	Die	Powers	Die
Creativity	d10	Instruments of the Virtuosos (Signature weapon)	d12
Fitness	d8	Sonic	d8
Otherworldly Mythos	d10	Presence	d8
Magical Lore	d8		
The Virtuoso Prime Warden	d8		

Abilities:

Dark Conductance (Banish)	A	Hinder using Instruments of the Virtuosos. Use your max die, if you roll doubles, also attack with your mid die.
Scherzo of Frost and Flame (Energy Jaunt)	A	Attack multiple targets using Sonic. Apply your min die to each target.

Summon Instrument (Switch)	A	Boost yourself using Creativity, then change modes
(Xu's Bell Mode Only) Counterpoint Bulwark (Debilitator)	A	Hinder all nearby opponents using Instruments of the Virtuosos. If you roll double, take damage equal to your max die, and then you may also attack all nearby opponents with your min die.
Principle of Destiny	A	Overcome a situation directly related to being the virtuoso of the void. Use your Max die. You and each of your allies gain a hero point.
Principle of Detachment	A	Overcome a challenge related duress or fear and use your max die. You and each of your allies gain a hero point.

Vernal Sonata (Modification Wave)	A	Boost or Hinder using Sonic, and apply that mod against multiple nearby targets.
Sarabande of Destruction (Sever Link)	A	Overcome an environmental challenge using Instruments of the Virtuosos. Use your max die. Either remove any penalty in the scene or boost equal to your mid die.
Syncopated Onslaught (Field of Energy)	A	Attack multiple targets next to each other using Instruments of the Virtuosos
Quick Summon Instrument (Quick Switch)	A	Destroy one bonus you made. Change modes, then take an action in the new mode.
(Musaragni's Harp Mode Only) Inspiring Supertonic (Regeneration)	A	Defend using Instruments of the Virtuosos. Use your max die. Recover health equal to your min die.
(Telmon's Lyra Mode Only) Cedistic Dissonant (Analysis)	A	Hinder or use one of your principles to overcome using Instruments of the Virtuosos. Use your Max+Min dice.

Rebel Yell (Give Time)	A	Boost another hero using Presence. If that hero has already acted for this turn, use your max die, and that hero loses health equal to your min die. That hero acts next in the turn order.
Damage Instrument (Final Wrath)	A	Attack using quality Creativity, use your max+mid+min dice. Take a major Twist (Suggested: Ejected from current Mode to

		base Mode and cannot enter current Mode for the rest of the issue.)
Emergency Summon Instrument (Emergency Switch)	R	When you are hit with an attack, you may change to any mode. If you do, take extra damage equal to the min die, or take a minor twist.
(All Instruments Mode Only) All Together now! (Destroyer)	A	Whenever you attack, either use your Max+Min Dice, to attack one target, OR attack two different targets using your max die and one target using your mid die.

Out:Boost a single target by rolling your single red status die

Status Die:

Green: d10	Yellow: d8	Red: d6
28-22	21-11	10-1

Captain Cosmic (Hugh Lowsley)



Physical Attributes:
Gender: Male Age: Mid 30 Height: 5’9”
Eyes: Yellow (originally Brown) Hair:Brown Skin: Light
Costume/Equipment: Captain Cosmic modifies his costume somewhat frequently, but it usually features reds, golds, and blacks, with a starburst insignia on the chest.

Background: Law Enforcement	Power Source: Cosmic
Archetype: Minion Maker	Personality: Stalwart

	Principle of Family	Principle of Space (Retcon)

	Your family is an important part of your life. You have relatives in a wide range of fields that you can call upon.	You can survive in the vacuum of space without additional equipment.
Minor Twist	How did Infinitor just compromise your mission?	Who can hear you scream?
Major Twist	What do you have to give up in your heroic life for the sake of Infinitor?	What caused you to drift off into the unknown.

Captain Cosmic POWERS/QUALITIES
(Editors Note: I cheated here (technically using the secret third method) and added Intuition to the list of available powers for minion-maker. Another cheat I could have used was adding flight to the list of powers for minion maker, or to the Multiverse power source for a similar character).

Qualities	Die	Powers	Die
Self-discipline	d10	Cosmic	d10
Persuasion	d8	Telekinesis	d8
Deep Space Knowledge	d8	Flight	d6
Creativity	d8	Intuition	d8
Lawyer turned Prime Warden	d8		

Abilities:

Fabricate (Make Minion)	A	Create a minion using cosmic. Reference the minion chart to see what size of minion it is. Choose whether it can attack, defend, boost, hinder, or overcome. It acts on the start of your turn. You can only use this ability in a situation conducive to how you create your minions.
Cosmic Weapon (Power Up)	A	Boost another hero or one of your minions using Telekinesis. Either use your Max die, or use your mid die and make that bonus persistent.
Principle of Family	A	Overcome in a situation where you have been given advice from a family member. Use your Max die. You and each of your allies gain a hero point.
Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero point.

Unflagging Animation (Rapid Deployment)	A	Create a minion using Cosmic. Use your min die, and reference the minion chart to see what size of minion it is. It acts now and at the start of your turns.
Cosmic Crest (Cosmic Ray Absorption)	R	If you would take damage from Cosmic Energy, instead reduce that damage to 0 and recover that amount of Health instead.
Dynamic Syphon (Encourage)	A	Attack using Telekinesis. Boost all nearby heroes taking attack or overcome actions using your min die until your next turn.

Play with Madness (Swarm Combat)	A	Attack using Telekinesis. Use your max die, plus a bonus equal to the number of minions you have.
Requital (Summoned Allies)	A	Use Cosmic to create a number of d6 minions equal to your mid die. They all act at the start of your turn.

Out: Out:Defend an ally by rolling your single Weather die.

Status Die:
Green: d8, Yellow: d8, Red: d8
30-23 22-12 11-1

Fanatic (Helena)



Physical Attributes:
Gender: Female Age: Mid 20s Height: 5’10”
Eyes: Brown Hair:Black Skin: Dark Tan
Costume/Equipment: Helena wears a set of stylized Medieval armor that is white and red. She wears no mask, but always carries with her Absolution, a massive two-handed sword etched with (what she calls) ‘Angelic Runes.’

Background: Blank Slate	Power Source: Higher Power
Archetype: Flyer	Personality: Decisive

	Principle of the Zealot	Principle of Rage
	Your will is indomitable, and your beliefs govern your actions.	They don't like you when your angry. Your fury is intimidating to many.
Minor Twist	Who suffered extra because of your zealous persecution?	What did your anger just mess up?
Major Twist	What as your faith called on you to do that no one else will understand?	Who have you thoroughly alienated with your outbursts?

FANATIC POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d8	Strength	d10
Conviction	d10	Radiant	d8
Knowledge of Demons (Otherworldly Mythos)	d8	Subtle Reality Manipulation (Density Control)	d8
Angelic Prime Warden	d8	Intuition	d6
		Flight	d8
		Absolution (Signature Weapon)	d10

Abilities:

Sacrosanct Martyr (Twist Reality)	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire dice pool.
Final Dive (Dive & Drop	A	Attack a minion using Flight. Whatever that minion rolls as defense Attacks another target of your choice.
Consecrated Ground (Aerial Bombardment)	A	Attack up to three targets using Radiant. Apply your min die to each of them.
Principle of the Zealot	A	Overcome a situation that tests your faith. Use your Max die. You and each of your allies gain a hero point.
Principle of Rage	A	Overcome a situation where you can channel your rage for good and use your Max die. You and each of your allies gain a

		hero point.

Embolden	A	Attack using Radiant and boost all nearby heroes taking Attack or Overcome actions using your min die until your next turn.
Redeem (Resolve)	A	Boost yourself using Strength, then remove a penalty on yourself or recover using your min die.
Undaunted (Strike and Swoop)	A	Attack using Absolution. Defend against all attacks against you using your min die until next turn.

Aegis of Resurrection (Resurrection)	I	Once per issue, if you would go to 0 Health, roll Subtle Reality Manipulation + Conviction + your red zone die. Your Health becomes that number.
Wrathful Retribution (Charged Up Blast)	A	Attack using Absolution 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.
End of Days (Purification) (Retcon)	A	Remove all bonuses and penalties from the scene. You cannot use this ability again this scene.

Out:Boost an ally by rolling Radiant.

Status Die:
Green: d8, Yellow: d8, Red: d8
30-23 22-12 11-1

Haka (Aata Wakarewarewa)



Physical Attributes:
Gender: Male Age:1000+ Height: 7’2”
Eyes: Brown Hair:Black Skin: Dark Tan
Costume/Equipment: Haka wears an A-Frame shirt, skintight gloves, and superhero pants with a belt. He sometimes carries with him traditional Maori weapons such as a jade mere club and a taiaha

Background: Anachronistic	Power Source: Unknown
Archetype: Physical Powerhouse	Personality: Jovial

	Principle of the Immortality	Principle of Strength
	You do not age and will not be affected by mundane ailments.	You are very strong, so you must be careful not to crush delicate things. You do not need to roll to perform mundane acts of great strength.
Minor Twist	You take the long view of things. How does that cause you to be too slow?	What just broke?
Major Twist	What important attachment must you shed?	Who just broke?

FANATIC POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d10	Presence	d10
History	d8	Intuition	d6
Persuasion	d8	Haka (Energy/Element)	d8
Insight	d6	Strength	d10
The Eternal Prime Warden	d8	Vitality	d8

Abilities:

Ta Mako (Damage Resistant)	I	Reduce any physical or energy damage you take by 1 while in the green zone, 2 while in the yellow zone, and 3 while in the red zone.
Elbow Smash (Power Strike)	A	Attack using Strength. Use your Max die.
Principle of immortality	A	Overcome a situation involving your physical condition.. Use your Max die. You and each of your allies gain a hero point.
Principle of Strength	A	Overcome using brute force and use your Max die. You and each of your allies gain a hero point.

Taiaha (Brainstorm)	A	Attack using Intuition. Hit one target using your min die,

		another target with your mid die, and boost using your max die.
Guardian Haka (Strange Enhancement)	A	Boost all nearby allies using Haka. Use your Max+Mid dice, hinder yourself with your min die.
Vitality Surge	R	When you eliminate a minion with an attack using Close Combat, recover health equal to your min die.

Haka of Restoration (Major Regeneration)	A	Hinder yourself using Vitality. Use your min die. Recover health equal to your Max+Min dice.
Rampage (Eruption)	A	Attack up to three targets (one of which must be you) using Haka. Assign your min, mid, and max dice as you choose among those targets.

Out:Defend an ally by rolling your single persuasion die.

Status Die:
Green: d6, Yellow: d8, Red: d12 (Retcon d10->d12
34-26 25-13 12-1

Tempest (M’kk Dall’ton A.K.A. Mack Dalton)



Physical Attributes:
Gender: Single Gendered Species (appears Male by human standards) Age: 136 Height: 5’2”
Eyes: Black Hair:None Skin: Teal
Costume/Equipment: A blue and orange skintight suit with white belt and boots. While Tempest has carried alien gadgets in the past, he does not do so regularly.

Background: Interstellar	Power Source: Alien
Archetype: Armored	Personality: Stalwart

	Principle of the Sea	Principle of Mastery
	You can speak to aquatic creatures and breathe underwater..	You have thoroughly studied your own powers and are proud of your mastery of them. You understand a good deal about the metaphysics of your powers.
Minor Twist	What challenge does the surface world pose for you?	How did your powers fail you in the moment?
Major Twist	What disaster is coming as the sea comes calling?	What side effects are you suffering from your powers?

FANATIC POWERS/QUALITIES

Qualities	Die	Powers	Die
Conviction	d12	Electricity	d10
Science	d6	Weather	d8
Finesse	d8	Intuition	d8
Persuasion (Retcon)	d6	Swimming	d8
The Inhuman Prime Warden	d8	Strength	d8

Abilities:

Otherworldly Resilience (Armored)	I	Reduce any physical or energy damage you take by 1 while in the green zone, 2 while in the yellow zone, and 3 while in the red zone.
Electrical Storm (Deflect)	R	When you would be dealt damage, you may deal damage to a nearby target equal to the amount reduced by your armored ability.
Chain Lighting (Dual Offensive)	A	Attack using Electricity. Attack a second target with your min die.
Shielding Winds (Living Bulwark)	A	Attack using Weather. Defend another target with your Min die.
Principle of Mastery	A	Overcome a situation while using your powers in a new way. Use your Max die. You and each of your allies gain a hero

		point.
Principle of the sea	A	Overcome a situation while underwater and use your Max die. You and each of your allies gain a hero point.

Cleansing Downpour (Empower and Repair)	A	Boost, Hinder, Defend, or Attack using Weather. You and all nearby heroes in the yellow or red zone recover health equal to your min die.
Reclaim from the deep (Alien Boost)	A	Boost all nearby allies using Intuition. Use your Max+Mid dice. Hinder yourself with your min die.

Flash Flood (Canny Awareness)	A	Overcome using Conviction. Use your Max+Min dice. Hinder all nearby opponents with your mid die.
Lightning Slash (Powerful Strike)	A	Attack using Electricity. Use your Max+Mid dice.

Out:Defend an ally by rolling your single Weather die.

Status Die:
Green: d8, Yellow: d8, Red: d8
32-25. 24-12. 11-1

Starcross Crew

K.N.Y.F.E. /Rival. (Paige Huntly, but from another dimension)



Physical Attributes:
Gender: Female Age:34 Height: 5’11”
Eyes: Greeen Hair: Red Skin: Alabaster
Costume/Equipment:F.I.L.T.E.R. armored suit with red and dusty rose (later white and lime green)

Background: Military	Power Source: The Multiverse
Archetype: Elemental Manipulator	Personality: Sarcastic

	Principle of Equality	Principle of Space (previously principle of Cosmic before becoming Rival.)
	You have a keen sense of social status and can spot any situation where people are treated unfairly.	You can survive in the vacuum of space due to your super suit.
Minor Twist	Who is in danger that you just spotted?	Who can hear you scream?

Major Twist	What will you sacrifice to protect the downtrodden?	What caused you to drift off into the unknown?

Omnitron POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d10	Cosmic	d10
Stealth	d8	Intuition	d8
Conviction	d10	Awareness	d8
Fitness	d8	Gadgets	d6
Banter (Retcon)	d6	Servo-Gauntlet (Sig. Weapon)	d6
Sci-Fi Super Soldier from another dimension!	d8		

Abilities:

For the Greater Good (Backlash)	A	Attack using Cosmic. Use your Max die. Take damage equal to your Min die.
Overcharged Energy Shield (Energy Conversion)		Defend using Cosmic. Use your Max die. Boost using your Min die.
Principle of Equality	A	Overcome to protect the rights of the underprivileged and use your Max die. You and each of your allies gain a hero point.
Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero point.

Battlefield Experience (Power from beyond)	A	Boost yourself using Awareness. Use your Max die. That bonus is persistent and exclusive. Then, Attack using your Min die.
Energy Burn (Reality Scorned)	A	Attack using Cosmic. If your target survived, Hinder them using your Max die.
Incidental Contact (Live Dangerously)		Attack multiple targets using Cosmic. Take damage equal to your Max die.

Primmed Punch (Charged up Blast)	A	Attack using Servo-Gauntlet 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.
Infiltrate and Obfuscate (Book It)	A	Hinder any number of close targets using Stealth. Use your Max die. End your turn elsewhere in the scene..

Out: Hinder an opponent by rolling your single Awareness die.

Status Die:

Green: d8,	Yellow: d8,	Red: d8
30-23	22-12	11-1

Skyscraper/Vantage (Portja Kip-Pro)



Physical Attributes:

Gender: Female	Age:Unknown	Height: 6’5”
Eyes: Blue (No pupils)	Hair: Green	Skin: Reddish-Pink

Costume/Equipment: Dark and light purple two-piece bathing suit, with dark purple gloves and boots

Background: “Law Enforcement” (Thorathian Law Enforcement)	Power Source: Unknown (it is not known why some Thorathians are red and have powers, and some do not).
Archetype: Form-Changer	Personality: Jovial

	Principle of Levity	Principle of Space
	You keep your positive outlook even when all hope is lost. Your spirit is nearly impossible to break.	You can survive in the vacuum of space.
Minor Twist	Who did you offend by making light at the wrong time?	Who can hear you scream?
Major Twist	What has occurred to finally break your good spirits?	What caused you to drift off into the unknown?

Omnitron POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d10	Size-Changing	d10
Banter	d8	Intuition	d8
Persuasion	d8	Gadgets	d6
Technology	d6	Vitality	d10
Stealth	d8		
Thorathian adopted by Earth	d8		

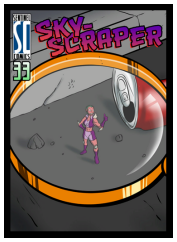
Forms:

Base Form (As above) 

“Alien Education” form: (Any Size), Gadgets becomes d10, Vitality becomes d6, Technology becomes d10, Close Combat becomes d6, Drop Stealth for Science at d8

Huge Form: 

Drop Stealth for fitness d8. Vitality becomes d6, Gains strength at d10, looses gadgets.

Tiny Form: 

(Requires Yellow Zone) intuition becomes d10, Gadgets becomes d8, Technology becomes d8, Persuasion becomes d6, stealth becomes d10, close combat becomes d8

Abilities:

Size Change (Change Form)	A	Take a basic action using Size-Changing, then switch to any available form.
Rest and Recover	A	Attack using Size-Changing and Recover Health equal to

(Form Recovery)		your Min die. Return to your base form.
Undetectable Relinking [Alien Education Form only] (Clever Form)	A	Boost or Overcome using Gadgets. Use your Max die.
Colossal Left Hook [Huge Form Only] (Strong Form)	A	Attack using Strength. Use your Max die.
Principle of Levity	A	Overcome a dire situation where your jokes prevent demoralization and use your Max die. You and each of your allies gain a hero point.
Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero point.

Compulsion Canister (Brainstorm)	A	Attack using Gadgets. Hit one target using your Min die, another target with your Mid die, and Boost using your Max die.
Linking Incoursion (Strange Enhancement)	A	Boost all nearby allies using Intuition using your Max+Mid dice. Hinder yourself with your Min die.
Catch a Ride [Tiny Form Only] (Agile Form)	A	Attack using Size-Changing. Defend against all attacks until your next turn with your Min die.

Emergency Evac (Emergency Change)	R	When hit with an Attack, change to any form before resolving the Attack. Take a minor twist.
Tectonic Chokeslam (Powerful Strike)	A	Attack using Size-Changing. Use your Max+Mid dice.
Explosive Reveal (Combustion)	A	Attack multiple nearby targets using Gadgets. Use your Max+Mid dice. Take irreducible damage equal to your Min die.

Out: Defend a hero by rolling your single Banter Die

Status Die:
Green: d6, Yellow: d8, Red: d12 (Retcon)

34-26 25-13 12-1

VoidGuard

Idealist (Miranda Fischer)



Physical Attributes:
Gender: Female Age: 16ish Height: 5’3”
Eyes: Brown (White when powers active) Hair:Blonde Skin: Light
Costume/Equipment: A blue hooded sleeveless vest over a purple shirt with a ! on it, a purple mask, white pants with blue spots on it, and purple boots and gloves. She also has a focusing Tiara

Background: Blank Slate	Power Source: Cosmic
Archetype: Transporter	Personality: Jovial

	Principle of the Space (Retcon)	Principle of Mastery
	You can survive in the vacuum of space without additional equipment.	Principle of Mastery
Minor Twist	Who can hear you scream?	You have thoroughly studied your own powers and are proud of your mastery of them. You understand a good deal about the metaphysics of your powers.
Major Twist	What caused you to drift off into the unknown.	How did your powers fail you in the moment?

Idealist POWERS/QUALITIES

Qualities	Die	Powers	Die
Creativity	d10	Telekinesis	d12
Self Discipline	d8	Intuition	d8
Banter	d10	Flight	d8
Insight	d8	Focusing Tiara (Signature Weapon)	d6
Spacefaring Psychokinetic	d8		

Abilities:

Hedgy Hogs (Run Down)	A	Attack multiple targets using Telekinesis. Use your min die against each.
Sentinel Tactics (Mobile Assist)	A	Boost another hero using Intuition. Attack using your min die.
Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero

		point.
Principle of Mastery	A	Overcome a situation where you use your powers in a new and innovative way..

Better Punching! (Encourage)	A	Attack using Telekinesis. Boost all nearby heroes taking attack or overcome actions using your Min die until your next turn.
Aura of Vision (Mass Adjust)	A	Boost or Hinder using Intuition and apply that mod against multiple close targets.
Sound Beating (Displacement Assault)	A	Attack using Telekinesis. Either hinder your target with your min die or move them somewhere else in the scene.

Giant Karate Robot (Final Wrath)	A	Attack using Telekinesis. Use your Max+Mid+Min die. Suffer a major twist (Suggested: The strain makes you unable to use Giant Karate Robot again this issue.)
Monster of the Id (Dangerous Hinder)	A	Hinder using Telekinesis. Use your Max+mid dice. If you roll doubles, also attack the target using your mid+min dice and take damage equal to your min die.

Out:Boost an ally by rolling your single telekinesis die.

Status Die:
Green: d10, Yellow: d8, Red: d6
28-22 21-11 10-1

Writhe (Eugene Wilkenson)



Physical Attributes:

Gender:Male	Age:Mid 40	Height: 5’5” (but elasticity)
Eyes: Purple	Hair:None?	Skin: Pitch Black

Costume/Equipment: Writhe’s body has merged with his shadow cloak, meaning his costume is ‘always on.’ He will occasionally don some inventions such as a metal mantle to help him with his work.

Background: Former Villain	Power Source: Experiment
Archetype: Shadow	Personality: Lone Wolf

	Principle of the Lab	Principle of Stealth
	You have nearly unlimited access to a dedicated research area, and are at home there.	You always know the most efficient method to enter or leave a location.
Minor Twist	What did you make a detour to observe	What evidence of your presence

	and samble for later experiments?	did you just leave behind?
Major Twist	Something's gone very wrong at the lab, what was it?	What just happened that identified you as an obvious threat?

Wraithe POWERS/QUALITIES

Qualities	Die	Powers	Die
Technology	d10	Elasticity	d10
Otherworldly Mythos	d8	Lightning Calculator	d8
Stealth	d8	Shadow (Infernal)	d8
Close Combat	d8	Shadow Cloak (Signature Weapon)	d8
Dark, not Evil	d8	Inventions (Retcon)	d6

Abilities:

Umbral Siphon (Sabotage)	A	Attack using Technology. Remove one physical bonus, or penalty, hinder a target using your min die, or maneuver to a new location in your environment
Mk. II Shadow Projector (Shadowy Figure)	A	Attack using Shadow. Defend using your min die against all attacks until your next turn.
Principle of the Lab	A	Overcome while in a familiar workspace or when you have ample research time, and use your Max die. You and each of your allies gain a hero point.
Principle of Stealth	A	Overcome to infiltrate somewhere or avoid detection and use your Max die. You and each of your allies gain a hero point.

Unquiet Night (Overcome from the darkness)	A	Attack or overcome using Stealth. Boost yourself using your min die.
Sink into Shadow (Personal Upgrade)	A	Boost yourself using Shadow. Use your Max die. That bonus is persistent and exclusive.

Caliginous Form (Misdirection)	R	When a nearby hero in the Yellow or Red zone would take damage, defend against that damage by rolling your single elasticity die. Then redirect any remaining damage to a nearby minion of your choice.

Lurking Shadow (Mutable form)	A	Choose three basic actions, using elasticity in your pool and take one action with your max die. A different action with your mid die, and a third action with your min die.
Penultimate Penumbra (Charged up blast)	A	Attack using Shadow Cloak, and at least one bonus. Use your max+mid+min die. Destroy all your bonuses, adding each of them to this attack first, even if they are exclusive.

Out:Boost an ally by rolling your single Technology die.

Status Die:

Green: d8,	Yellow: d8,	Red: d8
24-19	18-10	9-1

Mainstay(Jackson Bravo)



Physical Attributes:
Gender:Male Age:mid 30s Height: 6’5”
Eyes: Brown Hair:Naturally: Light Brown Skin: Causasian
Costume/Equipment: A black leather vest studded with ‘Durasteel,’ Brown pants, and a chain attached to an OblivAeon shard.

Background: Struggling	Power Source: Radiation
Archetype: Physical powerhouse	Personality: Mischievous

	Principle of Family	Principle of the Indestructible
	Your family is an important part of your life. You have relatives in a wide range of fields that you can call upon	You ignore damage from unpowered close-combat weapons and attacks, such as clubs and unpowered fists, or basic ranged attacks such as slings and arrows.
Minor Twist	Which member of your family just compromised your mission?	What goes wrong with your defenses?
Major Twist	What do you have to give up in your heroic life for the sake of your family?	Who gets hurt other than you as a result of you not being able to take damage?

Mainstay POWERS/QUALITIES

Qualities	Die	Powers	Die
Close Combat	d8	Void Belter (Signature Weapon)	d8
Banter	d6	Vitality	d8
Fitness	d6	Strength	d10
Imposing	d8	Leaping	d6
Guitar playing, ass kicking brick	d8	Presence (retcon)	d6
		Sweet Rhonda (Sig Vehicle)	d6

Abilities:

Durasteel Vest (Damate Resistant)	I	Reduce any physical or energy damage you take by 1 while in the green zone, 2 while in the yellow zone, and 3 while in the red zone.
School of Hard Knocks (Dangerous Lash)	A	Attack multiple targets using Void Belter, applying your min die to each. If you roll doubles, also attack an ally using your Mid die.
Headlock (Frontline Fighting)	A	Attack using Strength. The target of the attack must take the attack action against you as its next turn, if possible.
Principle of Family	A	Overcome in a situation where you have been given advice from a family member and use your Max die. You and each of your allies gain a hero point.
Principle of the Indestructible	A	Overcome in a situation where you charge headlong into danger and use your Max die. You and each of your allies gain a hero point.

Mano a mano (Radioactive Recharge)	A	Boost yourself using Vitality. Then either remove a penalty on yourself or recover using your min die.
Shard Strength (Unstable Reaction)	R	After rolling during your turn, you may take 1 irreducible damage to reroll your entire pool
Lonesome Highway (Power strike)	A	Attack using Close combat, use your max die.

Bring it (Reactive Strike)	R	When you are attacked and delt damage, you may attack the source of the damage by rolling your single Strength die, plus the amount of damage you take.
Leader of the Pack (Heroic Sacrifice)	R	When an opponent attacks, you may become the target of the attack and defend by rolling your single red-zone die.

Out:Hinder by rolling your strength die.

Status Die:

Green: d6, Yellow: d8, Red: d8

34-26	25-13	12-1

Dr. Medico (Nick Hernandez)



Physical Attributes:
Gender:Male Age:mid 32 Height: 5’8”
Eyes: White Hair:none Skin: Bright yellow, can become red
Costume/Equipment: A domino mask, a red cross across his chest, with an OblivAeon Shard embedded in it.)

Background: Medical	Power Source: Isophlux Alpha (treat as Alien)
Archetype: Elemental Manipulator	Personality: Analytical

	Principle of the Space (Retcon)	Principle of Element/Energy (Life Energy)

	You can survive in the vacuum of space without additional equipment.	You have an affinity for Life Energy
Minor Twist	Who can hear you scream?	What energy/element is causing your powers to go on the fritz?
Major Twist	What caused you to drift off into the unknown.	What source of energy is dampening your powers?

Dr. Medico POWERS/QUALITIES

Qualities	Die	Powers	Die
Medicine	d10	Life Energy (Element/Energy)	d10
Conviction	d8	Vitality	d8
Finesse	d8	Intuition	d8
Science	d8	Flight	d8
Self-Discipline	d8		
Liforce of will	d8		

Abilities:

Flare Up (Backlash)	A	Attack using Life Energy, Take damage equal to your min die.
Preventative Care (Energy Conversion)	A	Defend using Life Force. Use your Max Die. Boost using your Min die.
Principle of Space	A	Overcome while in space (or conditions similar to space) and use your Max die. You and each of your allies gain a hero point.
Principle of Life Energy	A	Overcome a situation using Spiritual Energy, use your Max die. You and each of your allies gain a hero point.

Restorative Burst (Empower and	A	Boost, Hinder, Defend, or Attack using Life Energy.. You and all nearby heroes in the yellow or red zone recover health equal to

Repair)		your min die.
Positive Prognosis (Alien Boost)	R	Boost all nearby allies using Intuition. Use your Max+Mid dice. Hinder yourself with your min die.
Red left Hand (Live Dangerously)	A	Attack Multiple targets using your Life Energy. Take damage equal to your Max die.

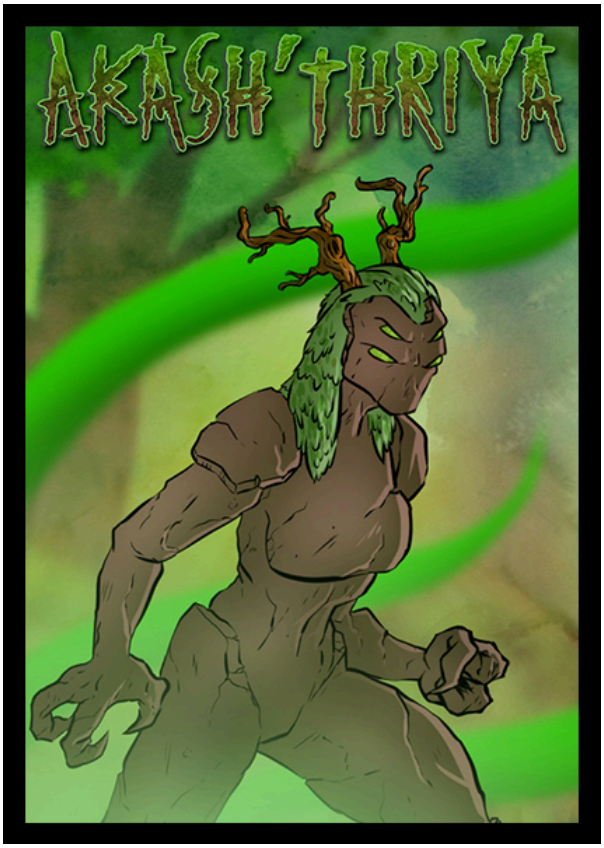
Regeneration (Major Regeneration)	A	Hinder yourself using Vitality. Use your min die. Recover health equal to your Max+Min dice.
Prescription Strength (Give Time)	A	Boost another hero using Intuition. If that hero has already acted for the turn, use your max die, and that hero loses health equal to your min die. That hero acts next in the turn order.

Out: Remove a boost or hinder in the scene.

Status Die:
Green: d6, Yellow: d8, Red: d8
26-21 20-10. 9-1

Villains turned heroes for OblivAeon

Akash'Thriya (Formerly Akash'Bhuta)



Physical Attributes:
Gender: Identifies as Female Age:Immortal and Unknowable Height: Shapeshifts
Eyes: Green Hair:Brambles and branches Skin: Rocks or Magma
Costume/Equipment: None.

Background: Otherworldly	Power Source: Nature
Archetype: Elemental Manipulator	Personality: Apathetic

	Principle of Flora	Principle of Immortality
	You can identify any type of plant life and determine its origin in broad terms, such as Earth, alien, etc.	You do not age and will not be affected by mundane ailments.
Minor Twist	What grows out of your control?	You take the long view of things.

		How does that cause you to be too slow?
Major Twist	How is nature reclaiming something important?	What important attachment must you shed?

Fashion POWERS/QUALITIES

Qualities	Die	Powers	Die
Otherworldly Mythos	d8	Plants	d10
Conviction	d10	Shapeshifting	d6
Close Combat	d8	Weather	d6
Void spirit Defending Earth	d8	Toxic	d10
		Fire	d8

Abilities:

As the Earth Turns (Grasping Vines)	A	Hinder using Plants. Use your Max die. You may split that penalty across multiple nearby targets.
Accelerate nature's order (External Combustion)	A	Attack up to two targets using Toxic. Also take an amount of damage equal to your Mid die.
Strangler Roots (Focused Apparatus)	A	Hinder using Plants. Attack using your Min die. If you are in the Red zone, you may apply the penalty to any number of nearby targets.
Principle of Flora	A	Overcome with the aid of local flora and use your Max die. You and each of your allies gain a hero point.
Principle of immortality	A	Overcome a situation involving your physical condition and use your Max die. You and each of your allies gain a hero point.

Thrashing Brambles (Predator's Eye)	A	Attack using Plants. Use your Max+Min dice. Then gain a Boost using your Mid die. The target of the Attack gains a

		bonus of the same size.
Scatter Seeds (Call to the wild)	A	Gain a {d8} Primordial Seed minion. It takes its turn before yours, but goes away at the end of the scene. You may only have one such minion at a time.
Vitalized Thorns	I	Whenever you take damage Toxic Damage, you may also inflict that much damage on another target.

Primeval Germination (Summon Allies)	A	Use Plants to create a number of {d6} Primordial Seed minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.
Healing Pollin (Major Regeneration)	A	Hinder yourself using Shapeshifting. Use your Min die. Recover Health equal to your Max+Mid dice.
Verdant Explosion(Harmony)(Retcon)	A	As long as you have at least one bonus created from Conviction, treat Plants as one size higher (max {d12}).

Out: Remove a bonus or penalty of your choice.

Status Die:
Green: d6, Yellow: d8, Red: d10
36-28 27-14 13-1

La Comodora (Maria Helena)



Physical Attributes:
Gender: Female Age:Oh my god no, not untangling that Height: 5’7”
Eyes: Blue Hair:Brown (or Grey) Skin: Almond
Costume/Equipment: None.

Background: Anachronistic	Power Source: Unknown
Archetype: Transporter	Personality: Natural Leader

	Principle of the Time Traveler	Principle of the Mentor
	You are far from your own time and are often unsure how to act in this time. You have an innate sense for when time is not quite right in the era you’re in.	It is important to you to share your knowledge and experience with less-weathered heroes. Everyone grants you some measure of respect for your wisdom.

Minor Twist	What detail of this era did you not previously know about?	Which whippersnapper just showed you up?
Major Twist	What effects are happening as you discorporate in time?	What has just proven that you're too behind the times?

La Comodora POWERS/QUALITIES

Qualities	Die	Powers	Die
Finesse	d10	Presence	d10
History	d8	Gadgets	d8
Leadership	d8	Intuition	d6
Imposing	d6	La Paradoja Magnifica (Sig. Vehicle)	d10
Fitness	d8		
Reformed Time Pirate	d8		
Technology (retcon)	d6		

Abilities:

Weigh Anchor (Hit and Run)	A	Attack using Signature Vehicle. Defend against all Attacks against you using your Min die until your next turn.
Brig Teleporter (Displacement Assault)	A	Attack using Gadgets. Either Hinder your target with your Min die or move them somewhere else in the scene.
Principle of the Time Traveler	A	Overcome a problem using knowledge from your home era and use your Max die. You and each of your allies gain a hero point.
Principle of Mentor	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.

Flintlock and Cutlass (Brainstorm)	A	Attack using Gadgets. Hit one target using your Min die, another target with your Mid die, and Boost using your Max die.

Chronological Sweet Spot (Strange Enhancement)	A	Boost all nearby allies using Presence using your Max+Mid dice. Hinder yourself with your Min die.
Combat Timing (Mobile Dodge)	R	When you are hit with an Attack, you may take 1 irreducible damage to have the attacker reroll their dice pool.

Run Aground (Sacrificial Ram)	A	Attack up to three nearby targets using Signature Vehicle. Use your Max+Mid dice against each of them. You cannot use your Signature Vehicle power for the rest of this scene and until it is recovered/repaired.
Take Time (Discern Weakness.	A	Remove a bonus on a target. Hinder that target using History. Use your Max die, and that penalty is persistent and exclusive.

Out:Boost an ally by rolling your single Reformed Time Pirate die.

Status Die:
Green: d6, Yellow: d8, Red: d10
26-21 20-10. 9-1

Independent heroes



Alpha A.K.A. WolfWoman (Tabitha “Tammy” Taft)

Physical Attributes:
Gender:Female Age:Mid 30s Height: ???
Eyes: ??? Hair:As Human: Blonde, As Werewolf: Brown Skin: Caucasian
Costume/Equipment: As Tabitha she wears traditional reporter’s gear, a PDA, a camera, a notepad.

Background: Otherworldly	Power Source: Supernatural
Archetype: Modular (Physical Powerhouse)	Personality: Lone Wolf

	Principle of the Inner Demon	Principle of Strength

	You have a darkness in you from your time in the bloodsworn colosseum. You strive to keep that aspect of yourself suppressed. You can reach out to your dark side to connect with similar forces.	You are very strong, so you must be careful to not crush delicate things. You do not need to roll to perform mundane acts of great strength.
Minor Twist	What sinister act comes from tapping into your dark side?	What just broke?
Major Twist	What havoc does your dark side inflict as you allow it to take control?	Who just broke?

Alpha POWERS/QUALITIES

Qualities	Die	Powers	Die
Investigation	d10	Strength	d10
Otherworldly Mythos	d8	Awareness	d6
Close Combat	d10	Shapeshifting	d6
Persuasion	d10	Deduction	d10
Werewolf werewolf hunter	d8	Leaping	d6
		Presence (Retcon)	d6

Modes:
Human mode: Loose all powers except Awareness at d6, Presence at d6, and Deduction at d10. While in this mode, you can only use the ability to switch, and the abilities from your principles.

Default Mode: Werewolf Mode (as above)

Wolf's snout Mode (Awareness d8, Deduction d10, Shapeshifting d6, cannot attack or boost)

Morphic Wolf Mode (Deduction d10, Awareness d10, Shapeshifting d8, Strength d12, Cannot attack or hinder)

Full Wolf mode: (Strength d12, Leaping d8, Shapeshifting d6, Deduction d8, Cannot boost, defend, or overcome.)

Sleeping Dogs Mode: (Shapeshifting d10, Deduction d10, Cannot attack or hinder)

Lost Control Mode: (Strength d12, Shapeshifting d8, cannot defend or overcome in this mode)

Abilities:

Werewolf Transform	A	Boost yourself using Shapeshfting. Then change modes
Sniff it out-Wolf's snout mode only (Scout)	A	Overcome using Awareness. Defend yourself with your Max die. Then, you may end up anywhere in the current scene.
Malleable Body-Morphic wolf mode only (Improvement)	A	Boost yourself using Shapeshifting. Create one bonus using your Max die and one bonus using your Mid die. These bonuses are persistent and exclusive.
Principle of the Inner Demon	A	Tap into your dark psyche to Overcome a problem and use your Max die. You and each of your allies gain a hero point.
Principle of Strength	A	Overcome using brute force and use your Max die. You and each of your allies gain a hero point.

Werewolf Muscle (Personal upgrade)	A	Boost yourself using Shapeshifting. Use your Max die. That bonus is persistent and exclusive.
Werewolf Reflexes (Reach through the veil)	R	When a nearby ally would take damage, Defend that ally by rolling your single status die and move them elsewhere in the scene.
Call of the Wolf (Quick Switch)	A	Destroy one bonus on you. Change modes, then take an action in the new mode.
Dogfight-Full Wolf mode only (Skirmish	A	Attack one target using Strength. Attack a different target with your Min die. At the end of your turn, you may change modes.
Supernatural Recovery-Sleeping dogs form only (Regeneration)	A	Defend using Shapeshifting. Use your Max die. Recover Health equal to your Min die.

The Beast yearns to be free (Emergency Switch)	A	When you are hit with an Attack, you may change to any mode. If you do, take extra damage equal to the Min die or take a minor twist.

Let the beast out-Lost Control Mode (Hunter-Killer)	A	Move to any target in this scene and Hinder that target using Strength. Then, Attack that target using your Max+Min dice.
Spot Weakness (Final Wrath)	A	Attack using Investigation. Use your Max+Mid+Min dice. Take a major twist
Ancient Occult Knowledge (Discern Weakness)	A	Remove a bonus on a target. Hinder that target using Otherwoldly Mythos. Use your max die, and that penalty is persistent and exclusive

Out: Boost an ally by rolling your single werewolf werewolf hunter die

Green: d8,	Yellow: d8,	Red: d8
30-23	22-12	11-1

Fashion (Shirley Shane)



Physical Attributes:
Gender:Female Age:Biologically mid 20s-ish, Chronologically over 80
Height: 5’ and a half ish
Eyes: Blue Hair:Red Skin: Caucasian
Costume/Equipment: Fashion wears a modified ‘modular tool suit’ of alien design that she can reconfigure as she needs.

Background: Interstellar	Power Source: Powered Suit
Archetype: Armored	Personality: Alluring

	Principle of the Inner Demon	Principle of the Gearhead
	You have a darkness in you from your time in the bloodsworn colosseum. You strive to keep that aspect of yourself suppressed. You can reach out to your dark side to connect with similar forces.	You always know the general state of repair or function of an item of technology, whether it’s a simple toaster or an alien orbital defense system.
Minor Twist	What sinister act comes from tapping into your dark side?	What mechanical device just shorted out?
Major Twist	What havoc does your dark side inflict as you allow it to take control?	What machine just went terribly off the rails?

Fashion POWERS/QUALITIES

Qualities	Die	Powers	Die
Creativity	d12	Modular Alien Tool Suit (Power Suit)	d10
Technology	d6	Bloodsworn Weaponry (Sig. Weapon)	d8
Ranged Combat	d10	Vitality	d6
Persuasion	d6	Intuition	d6
Deep Space Knowledge (Retcon)	d6		
Model to gladiator to superhero	d8		

Abilities:

Modular suit (Diagnostic Subroutine)	I	Whenever your status changes due to a change in your current Health, you may remove a penalty on yourself
Alien Meta-Meterials(Armored)	I	Reduce any physical or energy damage you take by 1 while in green, 2 while in yellow, or 3 while in red
Memories of being “The Bloody” (Dual Offensive)	A	Attack using Bloodsworn Weaponry. Attack a second target with your min die.
Weren’t expecting that, were you? (Unstoppable Charge)	A	Attack using Creativity. Ignore all penalties on this attack, ignore any defend actions, and it cannot be affected by reactions
Self-Repairing Suit (Dual Offensive)	A	Attack using Modular Tool Suit. Recover health equal to your min die.
Principle of the Inner Demon	A	Tap into your dark psyche to Overcome a problem and use your Max die. You and each of your allies gain a hero point.
Principle of the Gearhead	A	Overcome a technological challenge and use your Max die. You and each of your allies gain a hero point.

Reconfigure for the moment	A	Boost yourself using Modular Alien Tool Suit. use your Min+Mid Dice. That bonus is persistent and exclusive.
I still remember how to fight (Explosive attack)	A	Attack up to three different targets using Bloodsworn Weaponry. Apply your max die to one, mid to another, and min die to a third. If you roll doubles, take a minor twist or irreducible damage equal to that die.

Letting Sendari out (Charged up Blast)	A	Attack using Bloodsworn Weaponry 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.

“Stylin’ Shirley’s Cheering you on!” (Give Time)	A	Boost another hero using Intuition. If that hero has already acted for the turn, use your Max die, and that heroe loses health equal to your Min die. That hero acts next in the turn order.

Out: Boost an ally by rolling your single Modular Tool Suit die.

Status Die:
Green: d6, Yellow: d8, Red: d10
34-26 25-13 12-1

Naturalist (Michael Conteh)



Physical Attributes:
Gender: Male Age:36 Height: 6’1”
Eyes: Brown Hair: Black Skin: Sepia
Costume/Equipment: Light and dark green superhero suit, disappears when he shapeshifts.

Background: Upper Class	Power Source: Nature
Archetype: Divided [Form Changer]	Personality: Stoic

	Principle of the Debtor	Principle of the Veteran (Previously Principle of Business when he owned Conteh Energy)
	You owe Mother Nature more than you can ever repay for opening your eyes to the natural world you almost destroyed. You know she is always willing to do you additional favors, but it will cost you more . . .	Years of fighting environmental polluters have left you with the ability to remain clear-headed under intense combat situations.
Minor Twist	What way out of this deal with Mother Nature looks MIGHTY tempting right now?	What affected you emotionally about the current conflict?
Major Twist	How has Mother Nature come to collect?	How are you withdrawing from the current conflict?

Omnitron POWERS/QUALITIES

Qualities	Die	Powers	Die
Persuasion	d8	Shapeshifting	d10
Conviction	d10	Animal Control	d8
Close Combat	d10	Vitality	d8
The Natural World (New Information quality)	d8	Speed	d8
Businessman turned environmental superhero	d8	Intuition (Retcon)	d6

Human (Unpowered Form) Has access to Persuasion, Conviction, Businessman turned environmental superhero, Shapeshifting, and intuition.

Gazelle Form: As above

Rhino Form: Trade out Speed for strength d8

Crocodile Form: Trade out speed for Strength, Vitality for Swimming

Vulture Form: Shapeshifting becomes d12, Trade out vitality for flight, which becomes d10

Abilities:

Blend into the Pack (Grasping vines) *	A	Hinder using Animal Control. Use your Max die. You may split that penalty across multiple nearby targets.
Transform*	A	Change from your civilian form to your Gazelle form, or vice versa.
Change Forms	A	Take a basic action using Shapeshifting, then switch to any Gazelle, Rhino, Crocodile, or (if in the yellow zone) Vulture form.
The Nimble Gazelle (Form Recovery)	A	Attack using Shapeshifting and Recover Health equal to your Min die. Return to your Gazelle form.
Rhino Form (Tough Form)	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
Crocodile Form (Strong Form)	A	Attack using Swimming. Use your Max die.
Principle of the Debtor	A	Overcome in a situation related to repaying a debt and use your Max die. You and each of your allies gain a hero point.
Principle of the Veteran	A	Overcome a tactical challenge using knowledge of a previous conflict and use your Max die. You and each of your allies gain a hero point.

Natural Born Vigor* (Wild Strength)	R	When you defeat a minion, roll that minion's die and Boost yourself using that roll to create a bonus for your next action.
Environmental Allies* (Predator's eye)	A	Attack using Animal Control. Use your Max+Min dice. Then gain a Boost using your Mid die. The target of the Attack gains a bonus of the same size.
Vulture Form (Agile Form)	A	Attack using Flight. Defend against all attacks until your next turn with your Min die.

The hunted	R	When hit with an Attack, change to any form before resolving

(Emergency Shift)		the Attack. Take a minor twist.
Crafty Assault* (Final BLow)	A	Attack using Conviction.. Use your Max+Mid+Min dice. Take a major twist.
Natural Born Vigor* (Resurrection)	A	Once per issue, if you would go to 0 Health, roll Shapeshifting + Conviction + Red zone die. Your Health becomes that number.

Out: Defend an ally by rolling your single “Businessman turned Environmental Superhero” die

NOTE: The naturalist is limited to abilities denoted with an asterisk (*) when he is in human form.

Status Die:
Green: d6, Yellow: d8, Red: d10
32-25. 24-12. 11-1

Omnitron X/U (Aldred Industries Fabrication Plant)



Physical Attributes:
Gender: Identifies as Male Age:That's a can of worms I'm not getting into
Height: 5'
Eyes: Red Hair: None Skin: Blue, Black, and Grey
Costume/Equipment: None (Robot).

Background: Anachronistic	Power Source: Artificial Being
Archetype: Robot	Personality: Analytical

	Principle of the Future	Principle of the Gearhead

	You have visions or knowledge of things yet to come.	You always know the general state of repair or function of an item of technology, whether it's a simple toaster or an alien orbital defense system.
Minor Twist	What unintended ripple did your actions have?	What mechanical device just shorted out?
Major Twist	What ripple effect now threatens the future as you know it?	What machine just went terribly off the rails?

Omnitron POWERS/QUALITIES

Qualities	Die	Powers	Die
Technology	d10	Robotics	d10
Fitness	d8	Gadgets	d8
Science	d8	Electricity	d6
Killer Robot Turned Good	d8	Alternate Reality Travel Circuit (Sig. Vehicle, later replaced with Rocket Boots when 'sandwich bag' is in effect)	d8
Ranged Combat (Retcon)	d6	Lightning Calculator	d10
		Inventions	d10

Abilities:

Ablative Coating (Created Form)	I	Reduce physical damage to yourself by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while in the Red zone.
Technological Advancement (Self-Improvement)	A	Boost yourself using Robotics. That bonus is persistent and exclusive.
Disruptive Flechettes (Something for Everyone)	A	Attack using Inventions. Use your Mid die to Attack one extra target for each bonus you have. Apply a different bonus to each Attack.

Principle of the Future	A	Overcome using your knowledge of possible futures and use your Max die. You and each of your allies gain a hero point.
Principle of the Gearhead	A	Overcome a technological challenge and use your Max die. You and each of your allies gain a hero point.

Elemental Exo-Chassis (Created Immunity)	I	When you would take damage from Electricity, you may Recover that amount of Health instead.
Rocket Punch (Multiple Assault)	A	Attack using Robotics against multiple targets, using your Min die against each.
Reactive Plating Subroutine (Adaptive Programming)	A	Boost yourself using Gadgets, and Defend with your Min die.

Slip through Time (Quick Exit)	A	Attack using Alternate Reality Travel Circuit. Use your Max die. Hinder each nearby opponent with your Mid die. After using this ability, you and up to 2 allies may end up anywhere in the scene, even outside of the action.
Self Sabotage (Final Wrath)	A	Attack using Inventions. Use your Max+Mid+Min dice. Take a major twist.

Out: Remove a bonus or penalty of your choice

Status Die:
Green: d10, Yellow: d8, Red: d6
28-22 21-11 10-1

Ra (Ra's memories implanted over Dr. Blake Washington)



Physical Attributes:
Gender: Ra Age: As Blake Washington: 43, As Ra: Immortal Height: Washington: 5’11” (Ra: 6’4”)
Eyes: Washington: Brown (Ra: Gold) Hair:Washington: Brown(Ra: Black) Skin: Washington Caucasian/(Ra: Terra-Cotta)
Costume/Equipment: As Washington: a white dress shirt and Beige Khakis. As Ra: An egyptian-style headdress, White cape, white loincloth with red belt, and golden mantel..

Background: Exile (From home plane as Ra)	Power Source: Relic
Archetype: Divided (Blaster)	Personality: Natural Leader

	Principle of the Zealot	Principle of the Veteran

	Your will is indomitable, and your beliefs govern your actions.	You remain clear-headed under intense combat situations.
Minor Twist	Minor Twist: Who suffered extra because of your zealous persecution?	What affected you emotionally about the current conflict?
Major Twist	Major Twist: What has your faith called on you to do that no one else will understand?	How are you withdrawing from the current conflict?

Fashion POWERS/QUALITIES

Qualities	Die	Powers	Die
History	d8	Staff of Ra (Sig. Weapon)	d8
Conviction	d10	Intuition	d8
Ranged Combat	d10	Flight	d8
Investigation	d6	Fire	d10
Ultimate Egyptologist	d8		
Leadership (Retcon)	d6		

Dr. Blake Washington Jr. has access to Staff of Ra, Intuition, and the qualities History, Leadership, Ultimate Egyptologist, and investigation. Ra has access to all powers and qualities. Any abilities marked with * he can use as Dr. Blake Washington Jr. He can use all abilities as Ra

Abilities:

Wrathful Gaze (Punishment)	I	Whenever you Attack an enemy that has inflicted a penalty on you, treat that penalty as if it were a bonus for the purpose of that Attack.
Staff of Ra (Device Transform)*	A	If you have access to your device (The Staff of Ra), change from your civilian form to your heroic form, or vice versa. After your transformation, take a basic action using your Min die. if you have any penalties that separate you from your device or otherwise inhibit you having full access to your device, you cannot use this ability.
Flame Spike (Exploit Vulnerability)	A	Attack using Fire. If you Attacked or Hindered that target in your previous turn, use your Max die in this Attack.

Hurl Staff (Precise Hit)*	A	Attack using Staff of Ra. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be affected by Reactions.
Principle of the Zealot	A	Overcome a situation that tests your faith and use your Max die. You and each of your allies gain a hero point.
Principle of the Veteran	A	Overcome a technological challenge and use your Max die. You and each of your allies gain a hero point.

Excavation* (Momentary Power)	A	Boost yourself using Intuition. Use your Max die. Hinder a nearby opponent with your Min die.
Summon Staff (Relic Drain)*	A	Hinder using Staff of Ra. Also Recover Health equal to your Min die.
Imbued Fire (Imbue with element)	A	Attack using fire. Use your Max die. If you choose another hero to go next, Boost that hero using your Mid die.
Flesh of the sun god (Energy Immunity)	I	If you would take fire damage, instead reduce that damage to 0 and Recover that amount of Health.

Inferno (Eruption)	A	Attack using Fire 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.
Solar Flare (Harmony)	A	As long as you have at least one bonus created from Conviction treat Fire as one size higher (Max d12)

Out: Boost an ally by rolling your single Ultimate Egyptologist die.

Status Die:
Green: d6, Yellow: d8, Red: d10
32-25. 24-12. 11-1

Scholar (John Rhodes)



Physical Attributes:
Gender:Male Age: Biologically 58, Chronologically . . . .
Height: 5’9”
Eyes: Brown Hair:Light Brown Skin: Caucasian
Costume/Equipment: Board Shorts, A dirty Shirt, bathrobe, flip-flops, mysterious rock that seems to glow . . .

Background: Anachronistic	Power Source: Relic
Archetype: Form-Changer	Personality: Nurturing

	Principle of Magic	Principle of Immortality
	You are attuned to an otherworldly force, and can feel the mystical energies of the area.	You do not age and will not be affected by mundane ailments.
Minor Twist	What weird curse is now following you around?	You take the long view of things. How does that cause you to be

		too slow?
Major Twist	What mystical backlash has changed your life?	important attachment must you shed?

Vision POWERS/QUALITIES

Qualities	Die	Powers	Die
Magical Lore	d10	Intuition	d10
History	d8	Transmutation	d8
Science	d10	Philosopher's Stone (Sig. Weapon)	d6
Alchemical Councilor	d8	Shapeshifting	d10
Persuasion (Retcon)	d6	Vitality	d6

Forms: Base Form (Human) (As seen)
Green Forms
Liquid Form: Switch out Vitality for Elasticity d10
Iron Form: Vitality becomes d10, shapeshifting becomes d6

Yellow Form:
Mortal Energy Form: Vitality becomes Intangibility

Abilities:

Bring what you need (Draw Power)	A	Boost yourself using Intuition. That bonus is persistent and exclusive.
Change Forms	A	Take a basic action using Shapeshifting, then switch to any available form.
Get outta the way! (Form Recovery)		Attack using Shapeshifting and Recover Health equal to your Min die. Return to your base form.
Solid to Liquid {Liquid body only}[Weird Form]	R	When an opponent would Attack you in close combat while in this form, you may Attack or Hinder them first by rolling your Single Elasticity die.
Flesh to Iron {Iron Form Only}[Tough	I	Reduce any physical or energy damage you take by 1 while you are in the Green zone, 2 while in the Yellow zone, and 3 while

Form]		in the Red zone.
Principle of Magic	A	Overcome against a mystical force and use your Max die. You and each of your allies gain a hero point.
Principle of Immortality	A	Overcome a situation involving your physical condition and use your Max die. You and each of your allies gain a hero point.

Proverbs and Axioms (Harvest Life Force)	A	Attack with Philosopher's Stone, using your min die. Take damage equal to your mid die, another hero recovers health equal to their max die.
Alchemical Redirection (Magical Shield)	R	When another hero in the Yellow or Red zone would take damage, you may Defend them by rolling your single Transmutation die.
Mortal Form to Energy {Mortal Energy Form Only} (Regenerating Form)	A	Boost using Shapeshifting, recover health equal to your min die.

Keep Moving (Emergency Change)	R	When hit with an Attack, change to any form before resolving the Attack. Take a minor twist.
Don't Miss Anything (Specialized Info)	A	Overcome using Magical Lore. Use your Max+Min dice.
Truth Seeker (Powerful Strike)	A	Attack using Transmutation. Use your Max+Mid dice.

Out: Boost an ally by rolling your single Magical Lore die.

Status Die:
Green: d6, Yellow: d6, Red: d12
30-23 22-12 11-1

Visionary (Vanessa Long, but from another universe)



Physical Attributes:
Gender:Female Age: First Appearance: 17, probably mid 20s by now
Height: 5’1”
Eyes: Purple Hair:Bald Skin: Tawny
Costume/Equipment: Green Cape, Blue unitard with open stomach on display, black belt, blue gloves and high heels with black trim

Background: Military	Power Source: Genetic
Archetype: Sorcerer	Personality: Decisive

	Principle of Destiny (Formerly Principle of the Inner Demon during Dark Visionary Days)	Principle of Great Power
	You are a ‘fixed point.’ Every universe has a ‘Vanessa Long’ with superpowers. You can always gain some measure of direction when needed from this fact..	Your powers are so strong they can even scare you sometimes, but you work hard to control them. You can wield those powers to intimidate others.
Minor Twist	What omen of dire fortune did you just	How do you restrain yourself from

	witness?	unleashing your full power?
Major Twist	What heinous prophecy just came true?	What major damage do you inflict in the process of saving the day?

Vision POWERS/QUALITIES

Qualities	Die	Powers	Die
Self-Discipline	d10	Telepathy	d10
Fitness	d8	Flight	d8
Mindscapes (New information Quality)	d10	Intuition	d8
Psychic Soldier	d8	Telekinesis	d8
		Transmutation	d8

Abilities:

Foresight (Growth)	A	Boost yourself using Intuition. That bonus is persistent and exclusive.
Brain Burn (Powerful Blast)	A	Attack using Telepathy, use your Max die.
Psychic Maelstrom (Subdue)		Attack using Telekinesis. Hinder the same target using your Min die.
Principle of Destiny	A	Overcome a situation directly connected to your destiny and use your Max die. You and each of your allies gain a hero point.
Principle of Great Power		Overcome a situation using Telepathy and use your Max die. You and each of your allies gain a hero point.

Cerebral Hemorrhage (Area Assault)	A	Destroy all bonuses and penalties on a target. Then, Hinder that target using Telepathy, using your Max die.
Prophetic Vision (Adaptive)	A	Boost yourself using Intuition, then either remove a penalty on yourself or Recover using your Min die.

Wrest the Mind (Living Bomb)	A	Destroy one {d6} or {d8} minion. Roll that minion's die as an Attack against another target.

Twist the Ether (Field of Hazards)	A	Hinder any number of targets in the scene using transmutation. Use your Max+Min dice. If you roll doubles, also Attack each target using your Mid die.
Mental Divergence (Canny Awareness	A	Overcome using Self-Discipline. Use your Max+Min dice. Hinder all nearby opponents with your Mid die.

Out: Boost an ally by rolling your single Telekenesis die.

Status Die:

Green: d8, Yellow: d8, Red: d8

30-23	22-12	11-1