

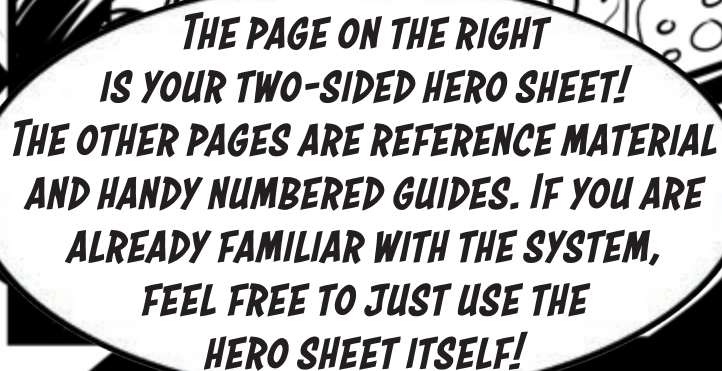
**SENTINEL
COMICS**
THE ROLEPLAYING GAME

1 | **CHARACTER
BOOKLET**

ABSOLUTE ZERO



**THE FROZEN MAN
WHO IS KEPT ALIVE BY
HIS POWER SUIT AND
CONTROL OF THE COLD!**



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!

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.

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!

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 Absolute Zero

ALIAS
4 Ryan Frost

PHYSICAL ATTRIBUTES 5

GENDER Male | AGE Middle Aged | HEIGHT 5'7"
EYES White | HAIR None | SKIN Blueish White
BUILD Slight
COSTUME/EQUIPMENT When not in a cryo chamber, always wearing white, blue, and carbon-black coolant suit with glowing blue faceplate, palm apertures, chest vents, and mid-chest triangle.

CHARACTERISTICS 6

BACKGROUND Tragic | POWER SOURCE Accident
ARCHETYPE Elemental Manipulator | PERSONALITY Sarcastic

PRINCIPLE OF DEPENDENCE

7

DURING ROLEPLAYING

You are reliant on your suit and cannot normally function without it.

MINOR TWIST

How did part of your suit get damaged or lost?

MAJOR TWIST

How is your suit preventing you from functioning as a hero?

PRINCIPLE OF COLD

DURING ROLEPLAYING

You have an affinity to the cold.

MINOR TWIST

What element is currently causing your powers to go on the fritz?

MAJOR TWIST

What source of energy is currently dampening all your energy powers?

8

UNSPENT HERO POINTS

HERO POINT REWARDS

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+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HERO POINTS THIS ISSUE:

BACK ISSUES

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COLLECTIONS

FV Annual Omnibus

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9

10

11

1 **HERO NAME** Absolute Zero **ALIAS** Ryan Frost **PLAYER**

2

POWERS A	DIE TYPE	QUALITIES B	DIE TYPE
Absorption	10	Banter	10
Cold	12	Cool Under Pressure	8
Intuition	6	Creativity	8
Vitality	10	Ranged Combat	10


STATUS DICE


GREEN  8


YELLOW  8


RED  10 **3**

HEALTH RANGE

GREEN  29-23






YELLOW  22-11

RED  10-1




CURRENT  4 **4**

5 ABILITIES **6**


GREEN ZONE

ICON	NAME	TYPE	GAME TEXT
	Freezer Burn	C	A Attack using Cold. Take Cold damage equal to your Min die.
	Ice Shield	D	A Defend using Cold. Use your Max die. Boost the target of that defense using your Min die.
	Modular Realignment	E	I Whenever your personal zone changes, you may Boost using Cold.
	Principle of Dependence	F	A Overcome in a situation that the object of your dependence was made for. Use your Max die. You and each of your allies gain a hero point.
	Principle of Cold	G	A Overcome a challenge involving Cold, use your Max die. You and each of your allies gain a hero point.

YELLOW ZONE

ICON	NAME	TYPE	GAME TEXT
	Heat Sink	H	A Attack using Absorption. Hinder that target with your Min die.
	Subzero Atmosphere	I	A Hinder any number of close targets using Cold. Use your Max die.
	Null-Point Calibrator	J	I Whenever you would take Cold damage, recover that much Health instead.

RED ZONE

ICON	NAME	TYPE	GAME TEXT
	Thermal Shockwave	K	A Attack three targets using Cold, one of which must be you. Apply your Max die to one, your Mid die to another, and your Min die to the third.
	Take One for the Team	L	R When an opponent Attacks, you may become the target of that Attack and Defend by rolling your Red zone die.

OUT Hinder a target using Cold. **M**

ABSOLUTE ZERO'S POWERS EXPLAINED

Absorption is his power to absorb thermodynamic energy.
Cold is Absolute Zero's existence—his strongest power.
Intuition relates to Zero's feeling for the state of humanity.
Vitality is Absolute Zero's innate hardiness and fortitude.

ABSOLUTE ZERO'S QUALITIES EXPLAINED

Banter represents the sarcastic, biting comments Zero makes.
Cool Under Pressure is Zero's approach to most things.
Creativity informs Zero's expression in combat and more.
Ranged Combat is for shooting blasts of cold or beams of ice.

ABSOLUTE ZERO'S GREEN ZONE EXPLAINED

Ice is a cold weapon. Absolute Zero can choose to make an attack that both hurts his foe and himself.

Absolute Zero can wrap himself or an ally in a protective shield of ice that also imparts a temporary bonus.

Whenever Zero's Health range shifts to a different zone, he may Boost himself or an ally with the resulting cold energy.

Absolute Zero is dependent on his suit to survive outside a cryo chamber. Even though it's a pain to have to wear such a suit everywhere, there are times in which it can be beneficial.

No one gets cold like Zero. Cold challenges are his life.

ABSOLUTE ZERO'S YELLOW ZONE EXPLAINED

Absolute Zero can draw on the heat energy of a foe, both dealing them damage and also imposing a penalty on them.

The air around Absolute Zero drops noticeably in temperature. Nearby foes begin freezing in place as Zero focuses on them.

Now that his suit is all warmed up, Zero could use some cooling off. Any cold energy is a boon to him. This includes the cold damage you would deal yourself with Freezer Burn!

ABSOLUTE ZERO'S RED ZONE EXPLAINED

A blast of cold! This hits two foes and Zero, applying each die rolled to a different target. Note that this cold doesn't hurt Zero because of Null-Point Calibrator—it actually heals!

Absolute Zero knows that he can survive just about anything. Whenever an enemy makes an Attack, Absolute Zero can react by jumping in and taking that Attack, reducing the damage by firing a quick blast of cold around him. Remember: you only get one reaction per turn cycle.

WHEN ABSOLUTE ZERO IS OUT

Absolute Zero might be down and out, but the cold around him can still affect foes in the area.

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 29, the top of Absolute Zero'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.

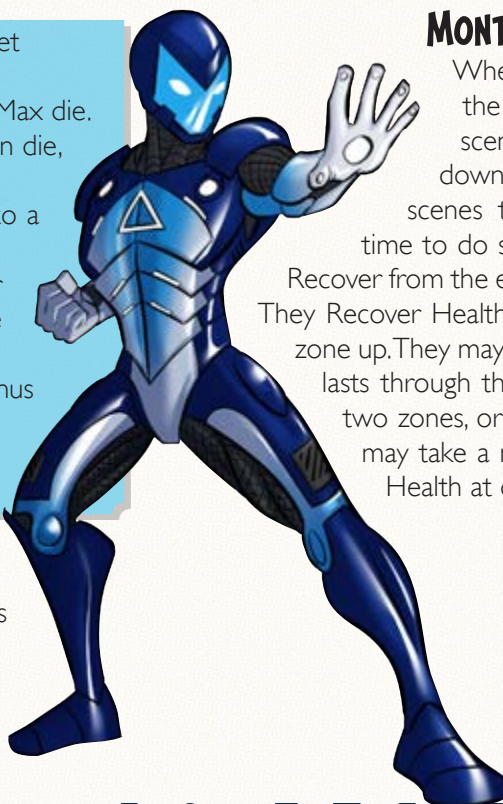
RISKY ACTIONS

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.

Just an ordinary janitor at a cryogenics lab, Ryan Frost's entire life was put on ice, literally, when he was caught in an explosion at work. His core temperature was dropped to absolute zero; even freezing air could burn him. His mangled and frigid body was stored in the lab where he worked, caught in the red tape of workers' compensation. Over a decade later, Frost's body was seized as part of the government's Freedom Five Initiative, and he was operated on under the extreme conditions of a cryogenically frozen operating room, designed by Dr. Meredith Stinson. When he regained consciousness, Ryan Frost was offered a choice: live in a tiny cryochamber for the rest of his life, or be outfitted with a mobility-enhancing suit and join the Freedom Five. To that, Ryan Frost said, "No."

Years went by, and Ryan Frost lived in that cryochamber. His only connection to the outside world was a television showing 24 hour news coverage. When he saw a team of heroes called the Freedom Four losing a fight against a villain and realized that was the team he was supposed to join, he changed his mind. "Better dead out there than bored in here," Frost grumbled as he donned the cryo-suit.

Thus, Frost became Absolute Zero, rounding out the Freedom Five and fighting for good to pay off the suit that allows him to live a "normal" life. He certainly didn't plan on staying around any longer than necessary, but things have rarely gone how Frost thought they would. As he fought alongside the other heroes, his cold demeanor softened. He became friends with his teammates—most notably with the speedster scientist Tachyon. They shared a love of reading and even started a book club together in Freedom Tower.

Absolute Zero became one of the most resolute members of the Freedom Five. No matter how dangerous the foe or how hopeless the situation, he soldiered on, knowing that he has seen worse. And that continued to be true, right up until the appearance of the worst foe of all.

In that conflict, the Freedom Five fought alongside all of the heroes of Earth and beyond against a foe that threatened all reality: OblivAeon. Throughout that event, Absolute Zero was a source of stalwart calm in the team, reminding them that, no matter the odds, they would fight for what was right. Ryan Frost's history had built a hero who could not be demoralized, and in that, he was an inspiration to the rest of the team. Now, with the balance of his suit forgiven in the wake of OblivAeon, Absolute Zero works with the rest of the Freedom Five to help rebuild and defend the world from evildoers.

ABSOLUTE ZERO