# YOU ARE THE HEROES OF SENTINEL COMICS!

In these six exciting adventures from the pages of **Sentinel Comics**, you play as the Freedom Five and their former intern Unity in the timeline gap between the end of the **Sentinels of the Multiverse** card game and **Sentinel Comics: The Roleplaying Game**. Each hero has their own booklet, detailing who they are, how their character sheet works, and what they can do. All this, plus the Gameplay Guide, add up to a total of 13 booklets included in this **Starter Kit**!

Heroes, you must help rebuild Megalopolis and reunite the hero teams of the world, all while staving off attacks from the villains who threaten us all! Can you uncover who is behind these attacks before it's too late?

# SENTINEL COMICS
## THE ROLEPLAYING GAME
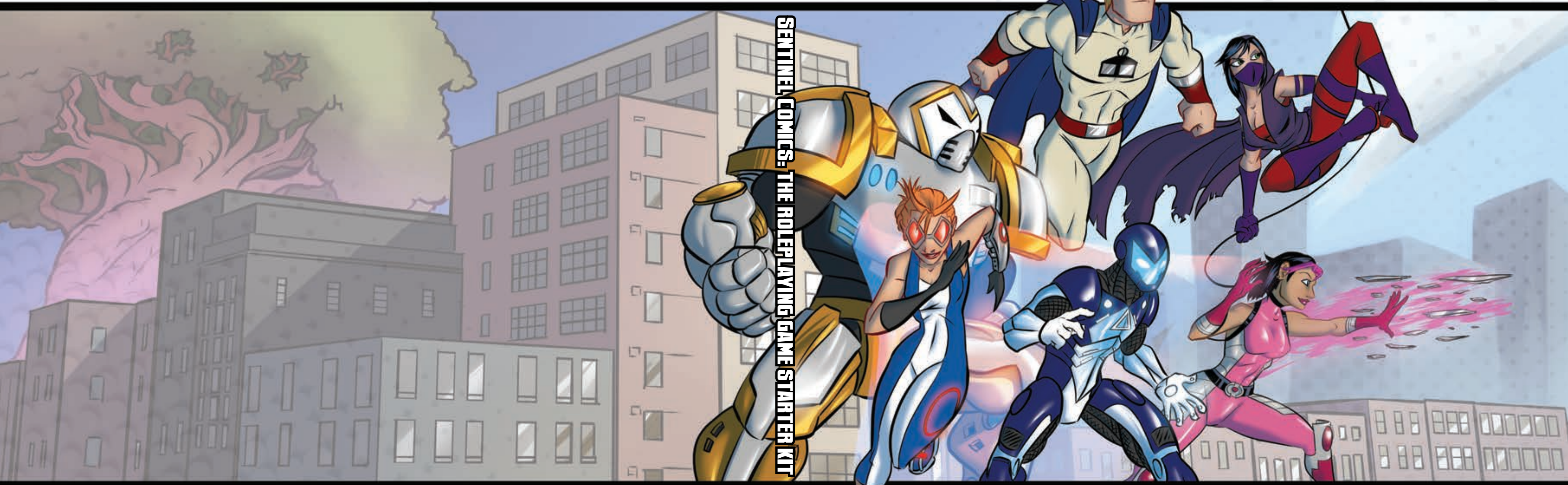
*(spine)* SENTINEL COMICS: THE ROLEPLAYING GAME STARTER KIT



**$19.95**

SENTINEL COMICS
THE ROLEPLAYING GAME

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# STARTER KIT
### INCLUDES CHARACTERS, SCENARIOS, AND GAMEPLAY GUIDE

## Taking Action

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

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

| | | |
|---|---|---|
| **Min** die | **Mid** die | **Max** die |

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

## Basic Actions

### Overcome

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

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

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

When your hero takes a twist, you as a player decide if you'll answer one of the questions under your principles (if appropriate to the scene) or you can let your GM decide an appropriate twist. A twist is always that: a plot twist, so always 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.

## Action Scenes

1. Describe the scene
2. Have a way to track who has gone in the scene (notecards, etc.)
3. Set the **scene tracker** to the first spot in the Green zone
4. Choose who acts first unless the issue specifies
5. Begin the **action order**

### Action Order

Each hero, villain, minion group, lieutenant, and scene tracker has a turn in the round. After completing their turn, they choose who goes next. Once everyone has had a turn, everyone is available to act again, though no one can go twice in a row.

### Scene Tracker

When a scene begins, set the scene tracker to the first space. All characters in the scene are considered to be in that zone, unless their Health puts them in a lower zone. If the tracker moves off the end of the Red zone, the scene ends, usually in catastrophe.

| START | | | | | | | END |
|---|---|---|---|---|---|---|---|
| GREEN ZONE | | YELLOW ZONE | | | RED ZONE | | |

### Minions & Lieutenants

Minions and lieutenants are represented by single dice, usually in groups. They take basic actions as normal by rolling one die, and may have abilities of their own. When attacked, they roll a **save** against the damage, reacting differently depending on their type:

Minions:
- If a minion rolls a save equal to or above the damage, they are reduced one die size. If they are already at ⚠, they are knocked out instead.
- If a minion rolls a save below the damage, they are knocked out.

Lieutenants:
- If a lieutenant rolls a save equal to or above the damage, they are unaffected by the damage.
- If a lieutenant rolls a save below the damage, they are reduced one die size. If they are already at ⚠, they are knocked out instead.

Example Minion

### ANGRY SPIDER BOTS
6 **Minions**

**DESCRIPTION**
Small robot spiders with diamond mandibles that can slice through steel, eyes that project military-grade lasers, and high-strength tensile polymer "webs".

**ABILITY**
Spider Webs
+1 to Hinder when making webs.

**TACTICS**
Whenever an Attacking bot gets destroyed, they are replaced by any bots left without a valid target.

## Villains

Villains have their own powers, qualities, status, abilities, and Health, much like a hero. The main difference is that, in place of using Health to determine their GYRO status, they often have a gimmick that determines the size of the status die.

## Challenges

Challenges are elements of action scenes, other than combatants, that need to be dealt with. They include suggested twists for dealing with that challenge and a number of boxes that must be checked off, usually by Overcome actions. They may also list consequences of not dealing with them in time.

## Environments

If the scene has an environment, it acts in the action order at the same time as the scene tracker. When the environment acts, use one of its twists in the scene, or introduce one of its threats. You can only use each major twist once per issue. Environments have a dice pool: when instructed to or when otherwise appropriate, use that dice pool to determine the results of an environment's action.

## Twists

When a hero has a minor or major twist, generally as a result of an Overcome action, they can propose a twist to you. Twists can come from answering one of the questions on their hero sheet from their principles as appropriate to the situation, choosing the environment to give a twist, or from a GM-created twist. In any case, you and the player must agree that it makes sense for the scene, is based on the action, and actually advances the story.

### Minor & Major Twist Examples

- The hero loses Health equal to the Max die (minor) or Max+Mid dice (major).
- The hero is Hindered using the Max+Min dice (if a major twist, this penalty is persistent).
- The hero must sacrifice something important to them in order to succeed at another goal (how important determines minor or major).
- The scene escalates toward a more dangerous state (scene tracker advances 1 box for minor, or ⚠ for major).
- The hero is separated from the rest of the group as a result of the action (minor).
- The hero draws attention in the form of a new minion equal to their Mid die (minor), or a squad of Mid die sized minions equal to number of heroes (major).

## Montage Scenes

Montage scenes connect scenes together, allowing for discussion, intelligence gathering, character development, and more.

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 will last through the next scene to Recover two zones, or take a major twist to Recover all of their Health.