

# SENTINEL COMICS



PLAYER

HERO NAME

ALIAS

## PHYSICAL ATTRIBUTES

GENDER

AGE

HEIGHT

EYES

HAIR

SKIN

BUILD

COSTUME/EQUIPMENT

## CHARACTERISTICS

BACKGROUND

POWER SOURCE

ARCHETYPE

PERSONALITY

PRINCIPLE OF

DURING ROLEPLAYING

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MINOR TWIST

MAJOR TWIST

MAJOR TWIST

HERO POINTS



THIS ISSUE:

HERO POINT REWARDS

+1	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>
+2	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>
+3	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>
+4	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	<span style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>

BACK ISSUES

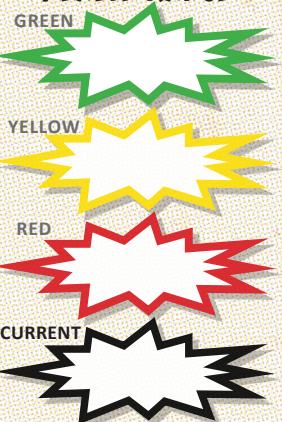
COLLECTIONS

**HERO NAME****ALIAS****PLAYER****POWERS**DIE  
TYPE**QUALITIES**DIE  
TYPE**STATUS DICE**

GREEN

YELLOW

RED

**HEALTH RANGE****ABILITIES**

ICON	NAME	TYPE	GAME TEXT
	Principle of		
	Principle of		

GREEN ZONE

YELLOW ZONE

RED ZONE

OUT

ICON	NAME	TYPE	GAME TEXT

ICON	NAME	TYPE	GAME TEXT