

NAME

ALIEN



DARING

HEART

POWER

WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

ATOMIC



DARING



HEART



POWER



WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

GHOST



DARING



HEART



POWER



WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

INTREPID



DARING

HEART

POWER

WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

MYSTIC



DARING



HEART



POWER



WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

PSYCHIC



DARING

HEART

POWER

WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

ROBOT



DARING

HEART

POWER

WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

NAME

TWO-FISTED



DARING



HEART



POWER



WEIRD

Assign five levels to these four abilities
(min 0, max 2)

STYLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

DANGER

Place threat dice (d4s) gained from danger rolls here. You must add them when you roll.

UNIFORM
COLORS

AGENT



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

UNIFORM
COLORS

COMMANDO



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

UNIFORM
COLORS

DAREDEVIL



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

DETECTIVE



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

EXPLORER



ACTION BATTLE CUNNING SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

PILOT



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

UNIFORM
COLORS

PROFESSOR



ACTION BATTLE CUNNING SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous = 1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger

WARRIOR



ACTION



BATTLE



CUNNING



SCIENCE

Assign five levels to these four abilities
(min 0, max 2)

ROLE BONUSES

Start with two bonus dice (d8s). Write a cool power, item, weapon, vehicle, etc. to represent these dice.

- Pick one style ability and one roll ability
- Gain d10s equal to the ability total
- Say what is dangerous=1-2 danger dice (d6)
- Others may add danger (five danger dice max)
- Add bonus dice, if desired
- Add threat dice
- All dice rolling 4+ score hits
- Non-bonus dice rolling 1-3 add danger