

SENTINELS OF ECHO CITY CHARACTER BUILDING QUICK REFERENCE

ATTRIBUTE SCORES

| Range | Descriptor | Modifier |
|-------|---------------|----------|
| 0-1 | Impaired | -3 |
| 2-3 | Feeble | -2 |
| 4-5 | Poor | -1 |
| 6-7 | Typical | +0 |
| 8-9 | Above Average | +1 |
| 10-11 | Good | +2 |
| 12-13 | Excellent | +3 |
| 14-15 | Remarkable | +4 |
| 16-17 | Incredible | +5 |
| 18-19 | Amazing | +6 |
| 20-21 | Monstrous | +7 |
| 22-23 | Unearthly | +8 |
| 24-25 | Cosmic | +9 |
| 26 | Supreme | +10 |

1. ROLL FOR ORIGINS (1D6)

| Roll | Origin |
|------|---|
| 1 | ALTERED HUMAN. Take +1 to one attribute; take +1 to FEAT rating. |
| 2 | ARTIFACT. Take +1 starting trait. |
| 3 | CONSTRUCT. Take +1d6 to hit points. |
| 4 | CYBORG. Take +1 to your armor class. |
| 5 | MUTANT. Take +2 to your FEAT rating. |
| 6 | OUTSIDER. Start one level higher. |

2. Roll for **TRAITS**. You will have 1d4+1 traits. You may elect to trade 2 traits you don't want for 1 trait you do. In addition, you may elect to take 1 **DRAWBACK**. If you do this, you take either +2 to one attribute score (after balancing, see step 4), or take one extra trait, your choice.

3. Roll for **ATTRIBUTE SCORES**. Roll 4d6 and keep the best three results for each of your six attributes. (Or roll 3d6 for each attribute, re-roll 1s).

4. **ASSIGN** the six scores to attributes as desired (based largely on your traits): for every 2 points you give up, you get 1 point back. You cannot decrease an attribute score below 6 in this way, and you cannot increase an attribute score beyond 18.

5. **ROLL 1D6 FOR HIT POINTS.** Remember to modify this by your CON modifier. Re-roll any result of 3 or less. Record this on your character sheet next to **hits** (alternately, roll 1d4+2 for hit points every level, modified by your CON modifier).

6. **DETERMINE YOUR FEAT MODIFIER.** You have a FEAT modifier of 6 + your Level Modifier, possibly modified by your origin.

7. **DETERMINE YOUR ARMOR CLASS (AC),** based on your powers and abilities:

$$\text{Armor Class} = 10 + \text{Level Modifier} + \text{DEX Modifier} + \text{other bonuses}$$

8. **DETERMINE YOUR COMBAT RATINGS,** based on your attributes and traits. All attacks are at a base bonus of Level Modifier + STR modifier (for melee attacks) or + DEX modifier (for ranged attacks). A **strike** is an unarmed melee attack; all supers can land a strike that deals 1d4 + STR modifier damage; *pummel* improves this die type.

9. **ROLL FOR A TALENT.** See next column.

10. **DECIDE ON YOUR VIEWPOINT:** Hero, Neutral or Villain.

11. **DETERMINE YOUR RESOURCES.** Roll 2d6 for your starting **RESOURCES** rating, adding your INT modifier. See next column.

12. **DETERMINE YOUR RESOLVE.** **Resolve** is a unique ability possessed only by supers (and the worst villains) that allows you to perform exceptional deeds. You have a number of resolve points each turn equal to your Level Modifier.

13. **SELECT A PURPOSE** and record this on your character sheet. Your character's purpose is his or her greater calling, mission, goal, objective or passion.

14. Select a **MONIKER** and **IDENTITY**.

TALENTS (ROLL 1D12)

(* = can take multiple times)

1. **EXPERTISE.** Take +1 to one attribute.*

2. **FOCUSED.** Take +10% to all XP.

3. **FORTITUDE.** Take +5 hit points.*

4. **FOUND WEAPONS.** Take +1 to the die type when you use found weapons.*

5. **IMPROVED CRITICAL.** Increase your critical range by +1; on a natural roll of 19 or 20, you score critical damage.

6. **IMPROVED DICE.** For one trait, increase the die type by +1.*

7. **IMPROVED RANGE.** Increase the range increment for one of your traits to the next benchmark.*

8. **INITIATIVE.** Take +4 to initiative FEAT rolls.

9. **SECOND WIND.** Once per turn, recover 1d6 + your Level Modifier hit points as a free action. You may do this a number of times per day equal to your Level Modifier.

10. **SUNDERING.** Make a simultaneous melee attack against all targets within 5' with every attack with your primary melee attack.

11. **SURPRISE STRIKE.** Take +1d6 to damage on surprise attacks in melee combat.

12. **TWO-HANDED FIGHTING.** You may attack with two hands in melee combat; either you join your fists for a mighty blow, or you wield a weapon two-handed. When attacking two-handed, take a +1 shift to the die type for damage.

RESOURCES RATINGS

| Rating | Description | Rating | Descriptor |
|--------|--------------|--------|-------------------|
| 0-1 | Destitute | 14-15 | Wealthy |
| 2-3 | Poor | 16-17 | Multi-millionaire |
| 4-5 | Struggling | 18-19 | A Small Country |
| 6-7 | Middle Class | 20-21 | A Major Country |
| 8-9 | Comfortable | 22-23 | A Planet |
| 10-11 | Affluent | 24-25 | Solar System |
| 12-13 | Well Off | | |

SENTINELS OF ECHO CITY



| | |
|----------|-----------|
| MONIKER | PURPOSE |
| IDENTITY | VIEWPOINT |
| MOVE | ORIGIN |

| | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| STR | INT | PWR | DEX | CON | CHA |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

| | | | |
|---|---|---|---|
|  |  |  |  |
| HITS | LEVEL | FEAT | AC |

| | |
|-----------|------------|
| TRAITS | |
| TALENTS | |
| RESOURCES | EXPERIENCE |

100 TRAITS

1. Air Supply
2. Alter Ego
3. Amphibious
4. Animal Control
5. Animal Forms
6. Blast
7. Body Armor
8. Bolt
9. Boost
10. Burglary
11. Burrowing
12. Burst
13. Charm
14. Communication
15. Companion
16. Confusion
17. Contacts
18. Control Energy
19. Control Weather
20. Counter Attacks
21. Danger Sense
22. Detect
23. Determination
24. Disintegrate
25. Drain
26. Driver
27. Elongation
28. Emotion Control
29. Energy Body
30. Energy Solidification
31. Enhanced Senses
32. ESP
33. Fear
34. Flight
35. Force Field
36. Gadgeteer
37. Growth
38. Healing
39. Hex
40. Hyperspeed
41. Illusion
42. Immortality
43. Immunity
44. Invisibility
45. Invulnerability
46. Leadership
47. Leaping
48. Levitate
49. Life Tap
50. Luck
51. Magic
52. Martial Arts
53. Mimic
54. Mind Bolt
55. Mind Control
56. Mind Shield
57. Multiplicity
58. Nature
59. Nemesis
60. Night Vision
61. Non-Living
62. Nullify
63. Phasing
64. Pilot
65. Plant Animation
66. Plasticity
67. Poison
68. Possession
69. Profession
70. Pummel
71. Quickness
72. Rage
73. Reflection
74. Regenerate
75. Resist
76. Sensory Shield
77. Serial Immortality
78. Shape Change
79. Sharpshooter
80. Shield
81. Shrinking
82. Snare
83. Sonar
84. Sneak
85. Stun
86. Summon
87. Swingline
88. Telekinesis
89. Telepathy
90. Teleport
91. Utility Belt
92. Wall Crawling
93. Wealth
94. Weapon, Melee
95. Weapon, Trick
96. X-Ray Vision
97. Bonus Talent
98. New Power
99. You Pick
100. Power Surge