SILVER AGE SENTINELS
THE SUPERHERO ROLE-PLAYING GAME

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WELCOME TO SILVER AGE SENTINELS

Silver Age Sentinels is Guardians Of Order's new flagship publication — the ultimate role-playing game for the superhero genre and beyond! Featuring the intuitive and easy-to-learn D10 Tri-Stat System game engine, *Silver Age Sentinels* invokes the themes and ideals of the Silver Age of comics placed in a modern context. The game helps you create and play the entire range of superhuman power levels in your adventures — from street vigilantes to spandex-clad heroes to galactic entities!

This booklet gives you a general overview of what you can expect to find in *Silver Age Sentinels*, as well as a comprehensive summary of the D10 Tri-Stat System game mechanics. After creating some characters and exploring how the game is played, you may find that *Silver Age Sentinels* is the role-playing system you've been waiting for. The Deluxe Limited Edition (Product #13-001; ISBN 1-894525-41-8) or Standard Edition (Product #13-002; ISBN 1-894525-44-2) are available at fine comic shops and gaming/hobby stores everywhere, as well as through our company website.

Silver Age Sentinels does not limit you to playing heroes only in the Silver Age of comis. The game draws from an era in Silver Age comics that promoted the ideology of liberty and the struggle for humanity. It touches upon the spirit that made these men and women the best of society; they were the best of hopes; the best of intentions; the best of actions. While Silver Age pioneers like Jack Kirby and Stan Lee left their indelible mark of comics to come, *Silver Age Sentinels* touches upon the dusk of that era, when social concerns and adult sensibilities propelled the industry from children's fancy to a twenty-something market. It is the point when comics grew up, but the sense of moral obligation remained firm.

Role-Playing a Hero

Silver Age Sentinels focuses on what heroes do best — being heroes. The four-colour pallet isn't an excuse to ignore life's rainbows of greys; rather, it deliberately focuses on what makes folks better men and women without belittling the soul or trivializing the human spirit. Heroism isn't a matter of cosmic abilities or cool costumes; heroism is strength of character and the power of compassion. Heroism exists in that solitary atom, that final 1% of someone's tattered strength when they surrender ego for the well-being of others, regardless the cost to themselves, and become a beacon.

Many superhero fans enjoy reading comics if only because they empathize with the character and often place themselves in the hero's boots. What would they do with those powers? How would they deal with certain situations? Within each hero is a quality everyone wishes for themselves. That is what role-playing is all about. It's about capturing that aspect and portraying it as a personal quality. It's about embodying ideals that are often larger than ourselves.

Heroes from the Go

Heroism and power (or at least ability) are synonymous with one another, but the fact is, most heroes were already good men and women before the advent of their powers (or training, etc.). Put another way, is it only ability that fuels the desire to improve the world? It can't be. Ordinary people who do nothing to better others in their lifetime are not likely to change their habits just because they can suddenly fly. If someone can't bother to help folks in everyday situations, whether through volunteering, donating money, or pursuing careers that help improve lives, why would they in any other circumstance?

Powers should not be a character's sole *raison d'être* to do right by others. Heroes existed well before the inception of their abilities, and their lives should reflect that need to help improve other people. Stated simply, what makes someone a hero? Certainly, some may arise from circumstance, but the point is to create someone who is currently more than just the sum of his or her abilities and costume.

Humility

Not all champions are humble, and not all of them share the same kind of humility. An aspect of a hero's persona is a nobility to their actions, a nobility that exists through the quiet determination of doing the right thing. While some heroes can be glory hounds, the noblest heroes are often those who simply "do their job." Their humility lies not in recognizing their own abilities, for understanding one's limits and potential is what makes good champions great; their humility is in their own accomplishments. They saved the children from the burning building because it was the right thing to do. They fought an impossible battle because someone had to stop the villain.

It's never about personal triumph or vainglory ... it's about taking responsibility.

Doing What's Hardest

Heroes are more important now than ever. The Silver Age created heroes with strong virtues who existed in a society that shared their beliefs. *Silver Age Sentinels* heroes have it much harder; they must maintain their strong virtues in a world that may not share their optimism or courage. The public expects today's heroes to fall to the same failings dragging them down.

Society has forgotten how to idolize somebody without looking for that chink in the armour. They have seen their sports and movie stars fall to drugs, and their presidents and great statesmen stumble to scandal; they expect it of everyone now. In fact, they encourage it, because it's far easier to promote one's failings in others than improve one's self.

The point of *Silver Age Sentinels* is to create heroes who are human, and who still do the right thing, despite expectations to the contrary. It's all about doing what's hardest, and succeeding; saving instead of destroying; leading instead of taking control; listening instead of judging; sacrificing everything to save something. It's also about failing, and getting back up no matter how much it hurts. Being a hero means doing the hardest thing of all ... being the best person you can be.

Hope

Hope is that ephemeral quality that appears in the strangest places. It manifests where nothing else germinates and grows. The darker the circumstances, the more it shines like a burning beacon, propelling the individual upward or forward like some great juggernaut.

Heroes are avatars of hope. More than embodying its qualities, they live it in their daily lives and they guide others by its light. It is their eternal fuel, their infinite catalyst driving them with each heartbeat. Without hope, the hero cannot envision a better tomorrow, or a reason for his or her actions. Without hope, one cannot believe in the best of people, or find a reason to save them. Without hope, no one will be left to follow in his or her steps, or continue to bear the torch.

There must be hope, for it is the spiritual fuel of the universe and the heart of *Silver Age Sentinels*.

Without hope, these pages would remain dusty and ignored on the shelves.

Without hope, we would stop dreaming.

Without hope, we wouldn't be....

Enough preaching. It's time to be the hero.

What is a Role-Playing Game?

A role-playing game (RPG) is the "mature" version of the games we used to play as children: "House," "Cops and Robbers," and "Cowboys." At its core, role-playing is a game of "Let's Pretend," with a few additional rules. You and your friends create characters that you each wish to play (appropriately called Player Characters, or PCs), and try to view the unfolding events of the game through the eyes of your imaginary persona. Your character's outlook on life is separate and distinct from yours, though at times they may be similar. In *Silver Age Sentinels*, you create and assume the role of a superhero suitable to the time period and setting of the adventure. The game rules help you assign some strengths and weaknesses to your character using numbers to indicate relative ability. Before the game begins, you also need to address the remaining elements of your character's personality — background, family, hobbies, and interests.

RPGs are not table-top board games. The games take place in your imagination, occasionally assisted by visual aids such as pictures, figures, maps, and other props. Role-playing can also be likened to improvisational theatre where you and your friends must respond to each other's actions, but must do so from your characters' perspectives (called playing "in character"). These character-character interactions are the primary focus of the entire game, capturing the heart of the role-playing experience.

To help answer the question "What are the limitations on my character's abilities and talents?" RPGs employ rules systems to help settle character conflicts and resolve character actions. A system mechanic usually outlines the use of a random generator (for example, dice for random numbers) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players and one person to run the game, known as the Game Master (GM) or referee. As a player, you tell the GM what your character would like to do throughout the course of the adventure scenario and the GM describes the results of the action. Sometimes the action works, sometimes it doesn't. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.

As a player, you control your character's actions in the game. He or she can be likened to one of the major characters in a superhero comic, working through the unexpected twists and turns of the plot with the help of other major characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could return to haunt your character in a future game session.

As a GM, your contribution to the game will be much greater than that from any one player. You must establish the genre, setting, conflicts, and plot of the adventure as well as all the non-player characters (NPCs) your group of players will meet during the game. NPCs are similar to the background characters in a movie — few are given quality screen time with the major characters unless they are good buddies or central to the plot.

Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Should you assume the role of GM, you must possess creativity, good judgement and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure can be almost euphoric.

The Tri-Stat System

The character creation and conflict resolution game mechanics used in *Silver Age Sentinels* is called the Tri-Stat System (more specifically, the D10 Tri-Stat System). This game engine is intuitive and easy to learn, giving you access to a wide variety of superheroic character options. If you are used to playing RPGs with too much number crunching and dice rolling, you're in luck — *Silver Age Sentinels* doesn't hold back your creativity with cumbersome rules or endless tables and charts. This introduction to superhero role-playing also serves as a manual of conventions for this game system: characters' base abilities are governed by three Stat values; Character Points are spent to gain special powers; players roll two ten-sided dice to determine an action's success or failure; a target number is modified up or down to reflect an action's difficulty; rolling low is better than rolling high.

The Tri-Stat System premiered in August 1997 with the first printing of our critically acclaimed, multi-genre anime RPG, *Big Eyes, Small Mouth*. Until now, the D6 Tri-Stat System has been Guardians Of Order's master rules base for all of our role-playing games, including *Sailor Moon, Tenchi Muyo!, Dominion Tank Police, Demon City Shinjuku, El-Hazard, Ghost Dog, Hong Kong Action Theatre!*, and *Heaven & Earth*.

The advantage of using the Tri-Stat System for a wide variety of games is cross-genre compatibility. For example, a character that you created using *Big Eyes, Small Mouth* could be converted from D6 to D10 Tri-Stat and transplanted into a *Silver Age Sentinels* adventure. Similarly, your superhero character could warp into an alternate dimension, making a guest appearance in a *Tenchi Muyo!* game. As you can see, all books that use the Tri-Stat System (either D6 or D10) function as game supplements for all others in the Tri-Stat game network!

Playing Silver Age Sentinels

Silver Age Sentinels can accommodate nearly any game setting or time period — even if you don't plan to play a traditional superhero game. The task resolution and combat system were designed to capture the high-octane action of superhero comics. This element is one of the central strengths of the game, making *Silver Age Sentinels* ideal for either the novice or experienced role-player. Nevertheless, the role-playing interactions amongst the GM and the players are the primary focus of *Silver Age Sentinels*. To this end, the game's rule mechanics are explained clearly and offer a wide array of straightforward options, rather than needless complexity.

Getting Started Right Away: Random Character Creation

Players who are new to the *Silver Age Sentinels* RPG or Game Masters wishing to create a villain *d'joeur* for an adventure may wish to use the following rules to create a character quickly. Once new players become familiar and comfortable with the game, they can create their own, custom-made characters using the full character creation rules presented on pages 9 through 12. While the options presented herein will create fully functional characters, they will lack the depth and dimension that players can instill in their own designs.

Step 1: Determine the Character's Origin

Roll one 10-sided die and consult Table 1: Character Origin to determine what the character did before (and perhaps, while) he or she became a superhero or villain. GMs should be aware that the following origins do not represent the average person in society, who would normally have lower Stats and Skill Group Levels. For example, the Teacher Origin does not represent the average teacher at the local university — it represents an exceptional person fate has touched and turned into a superpowered character.

Table 1: Character Origin

Die Roll	Origin
1	**Alien.** The character is from an alien culture, either another planet or a fantastic realm on Earth, such as Atlantis. The character has Stat values of 10, 6, and 4 that the player may assign to Body, Mind, and Soul as desired.
2	**Athlete.** The character was a professional athlete. He or she has a Body of 8, Mind of 4, and Soul of 6, as well as Tough Level 2 and Wealth Level 1. The character also has the Famous (3 BP) Defect.
3	**Kid.** In his or her normal identity, the character is just a kid. The character has a Body of 4, Mind of 4, and Soul of 6. The character also has Alternate Form Level 2 and Ism (Treated like a kid; 2 BP) Defects. While the character is transformed into his or her adult superpowered identity, one of the character's Stats (the player may chose which Stat) increases by 8 Ranks and he or she is no longer affected by the Ism Defect.
4	**Lawyer.** The character devoted his or her time to defending or prosecuting criminals in court. The character has a Body of 4, Mind of 8, and Soul of 6, as well as Organizational Ties (Law Firm) Level 2. The character also has the Business Skill Group Level 2.
5	**Occultist.** The character explored the mystical side of existence. The character has a Body of 4, Mind of 6, and a Soul of 8, as well as Heightened Awareness Level 1 and Wealth Level 1. The character also possesses the Philosophy Skill Group Level 2. The character's exploration of the mystical arts has left deep psychological scars; the character suffers from the Recurring Nightmares (2 BP) Defect.
6	**Philanthropist.** The character was someone with a great deal of wealth who spent it on a variety of unusual causes that caught his or her fancy. The character has a Body of 5, Mind of 5, and Soul of 5, as well as the Wealth Attribute Level 3.
7	**Police Officer.** The character was a member of law enforcement. He or she has a Body of 6, Mind of 6, and Soul of 6. The character also possess Organizational Ties (Police) Level 2 and Tough Level 1, as well as the Detective Skill Groups Level 2. Additionally, the character has the Red Tape (2 BP) Defect.
8	**Scientist.** The character devoted his or her time to scientific studies. The character has a Body of 4, Mind of 8, and Soul of 6, as well as Organizational Ties (one specific scientific organization) Level 2. The character also possesses the Technical or Scientific Skill Group Level 2.
9	**Soldier.** The character was a member of the armed forces. He or she has a Body of 8, Mind of 6, and Soul of 4, as well as Attack Combat Mastery Level 1 and Tough Level 1. The character also possesses the Military Skill Group Level 2.
10	**Teacher.** The character focused his or her efforts on academic pursuits before becoming a costumed hero. He or she has a Body of 4, Mind of 8, and Soul of 6. The character also possesses the Organizational Ties (the school at which he or she teaches) Attribute Level 2 and the Philosophy Skill Group Level 1.

STEP 2: DETERMINE POWERS

After determining the character's Origin, roll on Table 2: Character Powers to discover what superhuman abilities the character possesses. The Power packages listed here do not come close to the full range of character types possible in a superhero game, only representing a few of the primary archetypes found in comics. The complete character creation rules are required to fully explore the boundaries that are possible in a *Silver Age Sentinels* game.

TABLE 2: CHARACTER POWERS

DIE ROLL	POWERS
1-2	Energy Projector
3-4	Flyer
5-6	Mentalist
7-8	Powerhouse
9-10	Speedster

ENERGY PROJECTOR

The character has gained the ability to project powerful bolts of energy. Roll another die on Table 3 to determine which of the following Energy Projector packages the character gains.

TABLE 3: ENERGY PROJECTOR

DIE ROLL	POWERS GAINED
1-3	Armour (Optimized vs fire) Level 3, Attack Combat Mastery Level 3, Defense Combat Mastery Level 2, Extra Attacks Level 1, Force Field Level 3 (Stops 60), Special Attack Level 6 (Flame Blast: 60 Damage, Accurate, Burns, Causes a blinding flare, Penetrates Force Fields, Short Range), Special Attack Level 2 (Fire Bolt: 40 Damage), Telekinesis (Fire) Level 4, Tough Level 1
4-6	Armour Level 2, Attack Combat Mastery Level 3, Environmental Influence (Cold) Level 1, Extra Attacks Level 1, Extra Defenses Level 1, Force Field Level 4 (Stops 80), Heightened Awareness Level 2, Special Attack Level 6 (Ice Blast: 80 Damage, Accurate, Long Range), Special Attack Level 6 (Ice Trap: No Damage, Entangles opponent), Tough Level 2
7-9	Body Stat +2, Soul Stat +4, Attack Combat Mastery Level 4, Combat Technique (Lightning Reflexes x2) Level 2, Defense Combat Mastery Level 2, Extra Attacks Level 1, Flight Level 3, Heightened Awareness Level 4, Special Attack Level 6 (Laser Vision: 60 Damage, Accurate, Long Range, Penetrates Armour), Special Attack Level 4 (Atomic Vision Blast: 60 Damage, Area Effect), Tough Level 3
10	Super-Energy Projector: roll again (ignore further rolls of 10) and add 1 additional Level to the character's Special Attack Attribute (add 20 points of damage to the attack)

FLYER

The character is capable of flight and feats of agility. Roll another die on Table 4 to determine which of the following Flyer packages the character gains.

TABLE 4: FLYER

DIE ROLL	POWERS GAINED
1-3	Body Stat +6, Soul Stat +2, Attack Combat Mastery Level 6, Combat Technique (Lightning Reflexes) Level 1, Defense Combat Mastery Level 5, Extra Attacks Level 2, Extra Defenses Level 2, Flight Level 5, Heightened Awareness Level 3, Heightened Senses (Sight) Level 1, Natural Weapons (Claws) Level 1, Superstrength Level 1, Tough Level 3
4-6	Body Stat +2, Attack Combat Mastery Level 3, Combat Technique (Lightning Reflexes) Level 1, Defense Combat Mastery Level 4, Extra Attacks Level 1, Extra Defenses Level 4, Flight Level 7, Heightened Awareness Level 7, Heightened Senses (Sight x2) Level 2, Special Attack Level 5 (Atomic Blast: 60 Damage, Accurate, Penetrates Force Fields), Tough Level 1
7-9	Body Stat +2, Soul Stat +4, Animal Summoning/Control (Birds) Level 4, Attack Combat Mastery Level 1, Defense Combat Mastery Level 6, Extra Attacks Level 1, Extra Defenses Level 2, Flight Level 5, Heightened Awareness Level 4, Heightened Senses (Sight x2) Level 2, Telepathy (Birds only) Level 4, Tough Level 3
10	Super-Flyer: roll again (ignore further rolls of 10) and add 1 additional Level to the character's Flight Attribute

MENTALIST

The character gained powers of the mind. Roll another die on Table 5 to determine which of the Mentalist packages the character gains.

TABLE 5: MENTALIST

DIE ROLL	POWERS GAINED
1-3	Mind Stat +6, Combat Technique (Judge Opponent) Level 1, Defense Combat Mastery Level 3, Extra Defenses Level 3, Heightened Awareness Level 5, Mind Shield Level 3, Special Movement (Astral Plane), Telekinesis Level 2, Telepathy Level 6
4-6	Mind Stat +2, Defense Combat Mastery Level 1, Extra Defenses Level 1, Heightened Awareness Level 5, Mind Control (Humans) Level 2, Mind Shield Level 5, Special Attack Level 2 (Mind Blast: 40 Damage, Mind Stat for attack/defense, Short Range), Telepathy Level 4
7-9	Mind Stat +3, Defense Combat Mastery Level 3, Extra Defenses Level 2, Heightened Awareness Level 5, Illusion Level 4, Mind Shield Level 4, Telepathy Level 6
10	Super-Mentalist: roll again (ignore further rolls of 10) and add 1 additional Level to the character's Telepathy Attribute

POWERHOUSE

The character has gained superhuman strength and resilience. Roll another die on Table 6 to determine which of the following Powerhouse packages the character gains.

TABLE 6: POWERHOUSE

DIE ROLL	POWERS GAINED
1-3	Body Stat +4, Armour Level 5, Attack Combat Mastery Level 5, Extra Attacks Level 1, Jumping Level 3, Special Attack Level 4 (Ground Quake Attack: 40 Damage, Area Effect, Causes Earthquake, Stuns target, Melee only), Superstrength Level 6, Tough Level 5
4-6	Body Stat +4, Armour Level 8, Attack Combat Mastery Level 5, Extra Attacks Level 1, Superstrength Level 8, Tough Level 5
7-9	Body Stat +6, Armour Level 5, Attack Combat Mastery Level 3, Extra Attacks Level 1, Jumping Level 8, Superstrength Level 9, Tough Level 6
10	Super-Powerhouse: roll again (ignore further rolls of 10) and add 1 additional Level to the character's Superstrength Attribute

SPEEDSTER

The character has gained the ability to run at superhuman speeds. Roll another die on Table 7 to determine which of the following Speedster packages the character gains.

TABLE 7: SPEEDSTER

DIE ROLL	POWERS GAINED
1-3	Body Stat +6, Attack Combat Mastery Level 2, Combat Technique (Lightning Reflexes) Level 1, Defense Combat Mastery Level 6, Extra Attacks Level 2, Extra Defenses Level 4, Mass Decrease Level 6, Special Movement (Wall-Crawling) Level 1, Speed Level 5
4-6	Body Stat +4, Attack Combat Mastery Level 2, Combat Technique (Lightning Reflexes) Level 1, Defense Combat Mastery Level 4, Extra Attacks Level 2, Extra Defenses Level 4, Special Attack Level 4 (Rapid Punch: 60 Damage, Auto-Fire, Stuns target, Melee only), Speed Level 4, Tough Level 1
7-9	Body Stat +6, Attack Combat Mastery Level 3, Combat Technique (Lightning Reflexes x3) Level 3, Defense Combat Mastery Level 8, Extra Attacks Level 2, Extra Defenses Level 5, Speed Level 7, Tough Level 2
10	Super-Speedster: roll again (ignore further rolls of 10) and add 1 additional Level to the character's Speed Attribute

STEP 3: DEFECTS

All superpowered characters should have a Defect of some sort, a weakness that they must overcome in daily life. Roll one die and consult Table 8: Character Defect to determine the character's main Defect. All Defects operate at the 3 BP Level.

STEP 4: DERIVED VALUES

Calculate the character's Derived Values. See page 12.

STEP 5: THE FINAL DETAILS

The character is now complete except for the character's background story and motivation. The degree to which the player or GM wishes to develop the character depends on its intended use. A one-shot NPC villain requires far less development than a player's character intended for campaign play. See Character Outline on page 13 for the details that should be fleshed out for the character's background.

TABLE 8: CHARACTER DEFECTS

DIE ROLL	DEFECT GAINED
1	**Achilles Heel:** The character has a weakness to a common substance and loses twice as many Health Points when attacked with that material. Roll on Table 9: Defect Specifics to determine what the character is susceptible to.
2	**Backlash:** If the character ever fails a check when using one of his or her Powers (the Power with the second highest Attribute Level), the character suffers a backlash. The character suffers 20 points of damage due to the failed use of the character's Power.
3	**Bane:** The character takes damage from simple contact with a common substance, suffering 60 points of damage each round of exposure. Roll on Table 9: Defect Specifics to determine what the character is susceptible to.
4	**Marked:** When the character gained his or her superpowers, the character also gained some obvious, identifying mark. Roll on Table 9: Defect Specifics to determine the character's identifying mark.
5	**Nemesis:** The character has a nemesis who constantly hinders the character's efforts. Generate a new character to serve as the character's Nemesis.
6	**Phobia:** The character is terribly afraid of something common such as heights, spiders, crowds, etc. He or she has a tremendous difficulty functioning when subjected to the fear. Roll on Table 9: Defect Specifics to determine the subject of the character's fear.
7	**Special Requirement:** The character must perform some task on a regular basis (at least once a day) in order to maintain his or her Powers. If the character does not perform this task, he or she loses access to all powers until the task is accomplished once again. Roll on Table 9: Defect Specifics to determine the character's task.
8	**Unreliable Power:** One of the character's Powers (the Power with the second highest Attribute Level) does not always function when the character wants it to. The character must make a successful Soul Stat check with a -6 Check Value penalty in order to activate the Power. If the check fails, the Power does not activate and the character loses the action in the failed attempt. The character may attempt to use the Power again next round (in combat) or in an hour (out of combat).
9	**Vulnerability:** The character loses all Powers when he or she is around a specific substance. This substance can be rare, but must not be unique or impossible to encounter in the game environment. The character will regain access to his or her powers when the substance is removed from the area (roughly 50 metres from the character). Roll on Table 9: Defect Specifics to determine the character's vulnerability.
10	Roll two more times (re-rolling further rolls of 10) and assign both Defects rolled.

TABLE 9: DEFECT SPECIFICS

DICE ROLL	ACHILLES HEEL/BANE	MARKED	PHOBIA	SPECIAL REQUIREMENT	VULNERABILITY
1-2	Fire	Antennae	Crowds	Drink a Potion	Gamma Radiation
3-4	Silver	Burning Hair	Dark	Eat Garlic	Hydrogen Gas
5-6	Steel	Prominent Tattoos	Heights	Pray	Magic
7-8	Water	Odd Skin Colour	Loud Noises	Sleep Outside	Mercury
9-10	Wood	Stone Skin	Spiders	Watch the Sun Rise	Uranium

FULL CHARACTER CREATION

The design of a new character for the *Silver Age Sentinels Role-Playing Game* should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to be a superhero, and who fits into the GM's campaign. In *Silver Age Sentinels*, you can choose to spend as little as ten minutes designing a character or upwards of an hour. The difference lies in the amount of detail and individuality given to your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

CHARACTER CREATION SUMMARY

PHASE 1: GM DISCUSSION
Talk to the GM about the nature of the upcoming game, so you can better understand your potential role.

PHASE 2: CHARACTER OUTLINE
Use the game boundaries established through your talk with the GM to sketch a rough character outline.

PHASE 3: ASSIGN STATS
Use Character Points to give your character Body, Mind, and Soul Stats, making sure each Stat is not lower than 1 nor higher than 20.

PHASE 4: CHARACTER ATTRIBUTES
Any remaining Character Points may be used to acquire Character Attributes, which are rated in Levels from 1 to 10.

PHASE 5: SELECT SKILLS GROUPS
Use Character Points to acquire Levels in a Skill Group, which are rated in Levels from 1 to 5.

PHASE 6: CHARACTER DEFECTS
Assigning Defects to your character penalizes him or her in some way, but provides Bonus Points to raise Stats or acquire additional Attributes.

PHASE 7: DERIVED VALUES
After you have modified your character's Stats through Attributes and Defects, you can calculate his or her Derived Values — Combat Value (both Attack and Defense) and Health Points.

PHASE 1: GM DISCUSSION
You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create.

PHASE 2: CHARACTER OUTLINE
A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific powers or background history at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign. Consider the following questions before moving to the next step:

- Is the character human? Partly human? A different species? A supernatural being?
- What are the character's strengths and weaknesses?
- How do you view the character's personality? What is the character's name?

PHASE 3: ASSIGN STATS
Stats (or Statistics) are numerical assignments that reflect your character's base capabilities. Raising a Stat by one value costs 2 Character Points. Higher Stat values indicate an advanced level of accomplishment or achievement. *Silver Age Sentinels* uses three Stats to represent your character's abilities: Body, Mind, and Soul.

BODY STAT
This Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand trauma. A character with a high Body is in good physical shape.

MIND STAT
The Mind Stat represents a character's mental abilities. High values indicate intelligent, witty, and quick-learning characters.

SOUL STAT
The Soul Stat represents luck, willpower, determination, and spirit and can sometimes represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps a character focus his or her personal energies or life force to go beyond his or her normal limits and to fuel special abilities.

STAT VALUES
Each Stat is rated on a scale of 1 to 20. A value of 4 in a Stat is the adult human average with ratings under 4 indicating decreasing competence and numbers over 4 designating increasing superiority. For more details, see Table 10: Stat Value Descriptions (page 10). Thus, a person of average build, high intelligence, and above average determination might have Body 4, Mind 7, and Soul 5.

Your starting character has a total of 150 Character Points to acquire both Stats and useful talents/powers called Attributes (Phase 4). Character Points are used to purchase Stats. You must decide how many of them you will spend on Stats and then divide these Points among the character's Body, Mind, and Soul. At least 2 and no more than 40 Character Points must be assigned to each Stat, giving it a value between 1 and 20. Otherwise, it is up to you to decide how many Character Points you will use for Stats and what each Stat's value will be. To create a balanced character, it is recommended that you allocate anywhere between 36 and 60 Character Points to Stats and save the remaining points for Attributes.

TABLE 10: STAT VALUE DESCRIPTIONS

Stat Value	Description
1	Inept; infant
2	Significantly below adult human average; child
3	Below adult human average; teenager
4	Adult human average
5	Above adult human average
6	Significantly above human average
7	Highly capable
8	Extremely capable
9	Best in the region
10	Best in the country
11	World-class ability
12	Maximum human potential
13	Above human achievement
14	Significantly above human achievement
15	Moderately powerful superhuman ability
16	Powerful superhuman ability
17	Extremely powerful superhuman ability
18	Legendary ability
19	Maximum achievement in the galaxy
20	Maximum achievement in the universe

PHASE 4: CHARACTER ATTRIBUTES

Your character's basic abilities are represented by the three Stats, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased Stats are available to acquire Attributes. It is during this step that you will spend the most time customizing your character.

Each Attribute is rated with a Level from 1 (least powerful) to 10 (most powerful). Acquiring an Attribute or increasing it in Level requires the expenditure of one or more Character Points, depending on the Attribute's Character Point cost per Level. Although the *Silver Age Sentinels* rulebook describes each Level of the different Attributes in greater detail than we can provide here, the power progression to higher Levels follows the pattern in Table 11: Attribute Progression (intermediate Levels can be interpolated as necessary). Table 12: Character Attributes provides a list of *Silver Age Sentinels* Attributes.

TABLE 11: ATTRIBUTE PROGRESSION

Level 2	Good. The Attribute has a minor character or game effect.
Level 4	Excellent. The Attribute has a moderate character or game effect.
Level 6	Incredible. The Attribute has a major character or game effect.
Level 8	Amzaing. The Attribute has an extreme character or game effect.
Level 10	Unearthly. The Attribute has a primal character or game effect.

TABLE 12: CHARACTER ATTRIBUTES

Attribute Name	Cost per Level	Summary of Attribute Effect	Attribute Name	Cost per Level	Summary of Attribute Effect
Adaptation	1	Survive hostile environments	Mass Increase	8	Gain mass, density, strength, armour
Alternate Form	9	Secondary shapeshifted form	Massive Damage	5	+10 damage/Level for all attacks
Animal Summon/Control	1	Mind control over animals	Mimic Powers	10	Mimic other powers of equal Level
Armour	3	Stops 10 damage/Level	Mind Control	5	Mentally dominate humans and aliens
Attack Combat Mastery	3	+1 Attack Combat Value	Mind Shield	1	+1 defense bonus to Mind Stat/Level
Combat Technique	1	One technique/Level	Natural Weapons	1	1 weapon/Level (fangs, claws, tail, etc.)
Creation	3	Create matter from nothing	Nullify Powers	12	Nullify other powers of equal Level
Damage Absorption	10	10 damage/Level converts to Health Points	Organizational Ties	2	Gain benefits from group contacts
Defense Combat Mastery	2	+1 Defense Combat Value	Plant Control	2	Manipulate plant growth and movement
Divine Relationship	1	Re-roll 1 dice roll each session/Level	Pocket Dimension	4	Open portals to one alternate dimension
Duplicate	8	Replicate self from 5 Character Points/Level	Regeneration	6	Heal 5 Health Points/Level each Round
Dynamic Powers	15	Control over sphere of influence	Reincarnation	4	Rebirth after death
Elasticity	2	Contort body	Sensory Block	1	Stop 1 detection technique/Level
Environmental Influence	1	Manipulate 1 condition/Level	Shrink	1	Shrink to dog, cat, rat, bug, or cell size
Extra Arms	1	Number of arms doubled each Level	Sidekick	3	Gain ally with 5 Character Points/Level
Extra Attacks	8	1 extra attack each Level	Sixth Sense	1	1 sixth sense/Level
Extra Defenses	3	1 extra defense each Level	Special Attack	4	20 damage/Level, modified by benefits
Flight	4	High-speed flight	Special Defense	1	1 defense technique/Level
Force Field	4	Stops 20 damage/Level	Special Movement	1	1 movement technique/Level
Gadgets & Weapons	2	1 major and 4 minor gadgets/Level	Speed	6	Accelerated movement
Grow	10	Gain height, mass, strength, armour	Superstrength	4	Lift massive objects with muscles
Healing	4	Restore 20 Health Points/Level	Telekinesis	4	Lift massive objects with thought
Heightened Awareness	1	+2 Check Value bonus/Level	Telepathy	3	Read thoughts and talk mentally
Heightened Senses	1	1 sense or technique/Level	Teleport	5	Instantaneous transport over distances
Henchmen	2	Loyal thug/servant followers	Tough	2	+20 Health Points/Level
Illusion	4	Create mental illusions	Transfer Powers	10	Give powers of equal Level to others
Invisibility	3	Against 1 detection technique/Level	Transmutation	5	Turn target objects into other objects
Item of Power	4	Powerful magical/technological items	Tunnelling	2	Dig through the earth quickly
Jumping	1	Leap great distances	Water Speed	2	Swim in and under water quickly
Mass Decrease	3	Pass through objects and weapons	Wealth	3	Possess great riches

The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-Level Attributes and a large number of low-Level Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (Phase 6). Each Defect can provide you with additional Character Points, which can be used to acquire more Character Attributes or higher Stats.

Special Attack

The Special Attack Attribute represents a wide range of offensive powers: flame blasts, energy beams, lightning strikes, ice cones, etc. Attacks inflict a base damage of 20 points per Attribute Level. Damage decreases by 20 points each time you assign an attack advantage (such as armour penetrating, long range, or homing). Conversely, damage increases by 20 points each time you assign an attack disadvantage (such as inaccurate targeting, melee range, or limited shots).

Phase 5: Select Skill Groups

A Skill Group represents a broad area of learning that provides dice roll bonuses in specific situations (see Table 13: Skill Group Costs). A Skill Group relates to all aspects within the field, as agreed upon by the GM and player. For example, the Scientific Skill Group usually indicates high levels of competency in: biological sciences, physical sciences, medical sciences, natural sciences, theoretical sciences, etc. A character may possess several Levels in multiple Groups when appropriate.

Skill Groups are acquired with Character Points and range from Levels 1 through 5. Very brief descriptions of the Skill Groups are included below:

Everyman   Skills that are often obtained without formal education, and that have applications in daily life.

Philosophy   Skills related to artistic endeavours and the social academic fields.

Business   Skills that cover a wide variety of business applications, including management, sales, policy, and savvy.

Diplomatic   Skills common to world travellers and those with political interests.

Street   Skills that reflect familiarity with underworld elements as well as urban culture and survival.

Technical   Skills related to gadgets and their functioning, including aspects of mechanics, electronics, and computers.

Military   Skills connected to organized troop efforts, espionage, and combat support.

Scientific   Skills appropriate to trained academics in quantitative fields, such as biological, physical, medical, and natural sciences.

Adventuring   Skills that apply to a broad spectrum of high-risk explorations of the unknown in urban or wilderness environments.

Detective   Skills relating to police sciences, investigations, urban immersion, and subterfuge.

Table 13: Skill Group Costs

Skill Group	Cost
Everyman	2 Points/Level
Philosophy	2 Points/Level
Business	3 Points/Level
Diplomatic	3 Points/Level
Street	4 Points/Level
Technical	4 Points/Level
Military	5 Points/Level
Scientific	5 Points/Level
Adventuring	6 Points/Level
Detective	6 Points/Level

PHASE 6: CHARACTER DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many superhuman abilities.

By taking a Character Defect you can gain up to three Bonus Points (BP) to use to acquire additional Stats or Attributes. After you have selected your character's Defects, return to Phase 3 and 4 to use your Bonus Points.

It is recommended that you assign no more than 8 Defects to your character. In most cases 2-5 Defects are appropriate.

Once again, space restrictions prevent us from detailing the impact of these Defects, but the disadvantages related to the three Levels follow the pattern in Table 14: Defect Progression. Table 15: Character Defects provides a list of *Silver Age Sentinels* Defects.

TABLE 14: DEFECT PROGRESSION

1 BP	The Defect occurs infrequently, and/or has a slight character effect.
2 BP	The Defect occurs frequently, and/or has a moderate character effect.
3 BP	The Defect occurs constantly, and/or has a severe character effect.

PHASE 7: DERIVED VALUES

Calculate the character's Derived Values. These numbers are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of Point distribution.

COMBAT VALUE

This value governs all facets of physical conflict including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts and ranged weapons. There are two separate components of the Combat Value — Attack and Defense.

Increased skill in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind, and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune.

To calculate your character's base Attack Combat Value, add together all the Stat Values and divide by three, rounding down: ([Body + Mind + Soul] ÷ 3).

The base Defense Combat Value is two less than the Attack Combat Value: ([Body + Mind + Soul] ÷ 3 - 2).

HEALTH POINTS

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function. Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if he or she does not receive medical attention.

To calculate your character's Health Points, add together the Body and Soul Stats and multiply by 5 ([Body + Soul] x 5).

TABLE 15: CHARACTER DEFECTS

DEFECT NAME	SUMMARY OF DEFECT DISADVANTAGE	DEFECT NAME	SUMMARY OF DEFECT DISADVANTAGE
Achilles Heel	Lose extra Health Points from an attack form	Nemesis	Character has a rival or enemy
Activation Time	Requires time to activate a specific Attribute	Not So Tough	-10 Health Points/Level
Awkward Size	Character is bigger and bulkier than a human	Owned	Organization owns the character (less free will)
Backlash	Suffer damage when Attribute fails to work	Part of Body	Only part of the body is affected by specific Attribute
Bane	Suffer damage when exposed to a substance	Permanent	Cannot turn off effects of specific Attribute
Blind Fury	Character goes berserk in certain circumstances	Phobia	Character fears an event, object, or person
Concentration	Mental focus needed to use specific Attribute	Physical Impairment	Character has a physical disadvantage
Conditional Ownership	Possessions are owned by an agency or person	Recurring Nightmares	Character has bad dreams regularly
Cursed	Character suffers from a mystical disadvantage	Red Tape	Bureaucracy often interferes with character's actions
Detectable Power	People know when specific Attribute is used	Sensory Impairment	One of the character's senses is diminished or lost
Diminutive	Character is the size of a cat, rodent, or insect	Significant Other	Someone the character must protect from harm
Famous	Many people recognize the character	Skeleton in the Closet	Character has dark secret, or secret identity
Inept Attack	-1 to Attack Combat Value	Special Requirement	Must meet a specific requirement regularly
Inept Defense	-1 to Defense Combat Value	Unappealing	Being near the character is unpleasant
Ism	Character suffers from discrimination	Unreliable Power	Specific Attribute does not always function
Limited Use	Specific Attribute can only be used for limited time	Vulnerability	Specific objects reduce Attribute effectiveness
Marked	Character exhibits distinguising feature	Wanted	The police or other people want the character
Maximum Force	Specific Attribute is always at maximum intensity	Weak Point	Character's body possesses abnormal weak point

RULES AND GAME MECHANICS

In a role-playing game, most character or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking "in character" and describing what their characters are doing. In the GM's case, he or she describes what the characters are seeing, hearing, smelling, touching, and tasting.

In the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character's car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people fight, who wins?

A character's Stats, Attributes, Skills, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. In some situations, the GM may elect to determine the results by simple fiat, without rolling dice. The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary.

Dice and Dice Rolls

The *Silver Age Sentinels RPG* uses two ten-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 20 can be generated. The distribution of values almost follows a bell curve, with the middle value of 11 generated most frequently (10 times out of 100 possibilities or 10% of the time). There are three major types of dice rolls, or checks, a GM or player may use during game play: a Stat check dice roll, a Skill check dice roll and an Attack/Defense Combat check. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of check is most appropriate.

Stat Checks

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up.

A successful Stat check involves the player rolling less than or equal to the Check Value on two dice. The base Check Value is equal to the appropriate Stat or Stat average, as determined by the GM. The Stat check is unsuccessful if the dice roll generates a value greater than the Check Value. The greater the difference between the Check Value and the dice roll, the greater the degree of success or failure (see Table 16: Degrees of Success).

Check Value Difficulty Modifiers

The GM has the option of modifying the Check Value should the action the character is undertaking be particularly easy or difficult (see Table 17: Check Value Difficulty Modifiers). Difficult actions gain a negative modifier to the attempt, while easier actions receive a positive modifier.

TABLE 16: DEGREES OF SUCCESS

Roll is greater than the Check Value by 8+	Overwhelming Failure
Roll is greater than the Check Value by 6 or 7	Extreme Failure
Roll is greater than the Check Value by 4 or 5	Major Failure
Roll is greater than the Check Value by 2 or 3	Minor Failure
Roll is greater than the Check Value by 1	Marginal Failure
Roll is equal to or 1 less than the Check Value	Marginal Success
Roll is less than the Check Value by 2 or 3	Minor Success
Roll is less than the Check Value by 4 or 5	Major Success
Roll is less than the Check Value by 6 or 7	Extreme Success
Roll is less than the Check Value by 8+	Overwhelming Success

TABLE 17: CHECK VALUE DIFFICULTY MODIFIERS

CHECK VALUE MODIFIER	DIFFICULTY OF THE ACTION
+10	Practically Guaranteed (why roll dice?)
+8	Extremely Easy
+6	Quite Easy
+4	Easy
+2	Below Average Difficulty
0	Average Difficulty
-2	Above Average Difficulty
-4	Difficult
-6	Quite Difficult
-8	Extremely Difficult
-10	Practically Impossible

Critical Success or Failure

Regardless of the actual Check Value, an unmodified or "natural" roll of 2 always succeeds (it is considered at least a "marginal success"), and an unmodified roll of 20 always fails (it is considered at least a "marginal failure"). This rule is important in a superhero game, because it reflects the extreme possibilities that even the most talented characters sometimes fail in their tasks, while even the most awkward characters can succeed.

Contested Actions

If two or more characters are working against each other (such as two people pulling on a contested object), each character must make a Stat check. The character with the greatest degree of success (or least degree of failure if both characters fail) is considered to have the advantage over the contested action.

Skill Checks

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill Group. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check would be made. Determining the origin of a rare alien species would also require a Mind Stat check, but this task is governed by the Scientific Skill Group.

The base Check Value of a Skill check is equal to the appropriate Stat. Thus, for a Mind-based Skill check, the base Check Value is the character's Mind. If the character possesses the appropriate Skill Group, he or she receives a bonus to the Check Value. This bonus is equivalent to the character's Skill Group Level. A successful Skill check involves the player rolling less than or equal to the modified Check Value on two dice. The degree of the action's success or failure is determined by the difference between the Check Value and the dice roll (see Table 16: Degrees of Success).

Combat Dice Rolls

The combat check resolves any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat check is very similar to a Skill check except the Check Value is now the character's Attack Combat Value (for Attack Combat checks) or Defense Combat Value (for Defense Combat checks) rather than a Stat. A successful combat action involves the player or GM rolling less than or equal to the Check Value on two dice. The attack or defense is unsuccessful if the dice roll (after any modifiers) is greater than the Check Value.

The GM has the option of modifying the Check Value should the attack or defense be particularly easy or difficult (see Table 17: Check Value Difficulty Modifiers). A natural dice roll of 2 ("snake eyes") is a critical success and cannot be negated by an opponent's defense (the defender does not even have the opportunity to make a Defense check).

Combat

Conflict is an essential component of any role-playing game. Physical conflict, or combat, is an important element of the *Silver Age Sentinels RPG*, but important is not the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time.

The combat rules for the Tri-Stat System were designed to mimic dynamic, fast-paced battles. Whenever a character enters physical conflict with another character, the physical Combat Phase begins. Each round of combat covers 5 seconds of time from the characters' perspectives. Characters can take one offensive and one defensive action each round. Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four parts: Initiative, Character Action, Defense, and Damage.

Initiative

Initiative determines the order in which charcters act and is checked at the beginning of each round. Each player involved in the fracas rolls two dice and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict. The character with the highest total has "gained Initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous.

Character Action

Characters act in the sequence determined by the Initiative roll. When it is time for your character to act, he or she may make one offensive action (i.e. attack) or one non-combat action. Additionally, your character can perform one defensive action at some other time during the round in a reflexive response to another character's attack.

Attack

A single attack against a single target can include one of the following combat forms: an unarmed assault, an attack with a melee weapon, an attack with a ranged weapon, or a Special Attack.

Before rolling the dice, you should clearly describe the method of attack, the weapon your character uses (if any), and the target. To successfully attack an opponent, you must roll less than or equal to your character's Attack Combat Value on two dice after adding the difficulty modifiers that the GM applies (if any).

If the Attack check succeeds, the character is on target and will hit unless the opponent can defend against the attack. Refer to Defense for more information. If the target fails the Defense check or does not defend at all, he or she suffers damage from the attack.

Non-Combat Actions

Rather than taking an offensive action during any combat round, your character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Note that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM can require a Stat check, or Skill check (with our without modifiers) to determine whether it succeeds. Some non-combat actions may require several rounds to perform at the GM's option.

DEFENSE

If your character is the target of a successful attack, he or she may attempt to defend against it by blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order but are resolved immediately after the attack.

Your character can defend only once each round, regardless of how many people or creatures are attacking. Should your character choose not to attempt a defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round.

To successfully defend against an attack, you must roll less than or equal to your character's Defense Combat Value on two dice after adding the difficulty modifiers that the GM applies (if any). If the defense roll is successful, the attack is blocked, dodged, or otherwise negated, and no damage is delivered to your character.

DAMAGE

Characters suffer damage through combat, accidents, or other hazards. Damage ratings indicate the maximum amount of damage that an attack can inflict. The target character subtracts any damage inflicted from his or her Health Point total if the attack successfully penetrates Armour and Force Fields.

Each attack has a Maximum Damage Rating. When the character successfully strikes an opponent, he or she rolls on Table 18: Damage Percentage to determine the amount of damage the attack inflicts (always round fractions up). The character's Attack Combat Value, a reflection of the balance between Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck), is added to that value to determine the final damage that is inflicted upon the target.

The damage delivered by your character will depend on the attack form used:

UNARMED COMBAT

The attack's Maximum Damage is zero, and thus rolling on Table 18 is unnecessary. Attack Combat Value alone determines damage.

MELEE WEAPONS

The attack's Maximum Damage is equal to the weapon's damage value (usually from 1-20). See Table 19: Personal Weapons for damages delivered by various melee weapons.

RANGED WEAPONS

Like Melee Weapons, the attack's Maximum Damage is equal to the weapon's damage value (usually from 1-20). See Table 19: Personal Weapons for damages delivered by various ranged weapons.

SPECIAL ATTACKS

The attack's Maximum Damage is equal to the Special Attack's damage value (base value of 20 per Level).

TABLE 18: DAMAGE PERCENTAGE

DICE ROLL	RESULT
2-5	Maximum Damage
6-10	75% of Maximum Damage
11-16	50% of Maximum Damage
17-20	25% of Maximum Damage

RECOVERING HEALTH POINTS

Health Points regenerate at a rate equal to the character's Body Stat for each day (or hour for less "realistic" campaigns) of rest. For example, a character with a Body Stat of 5 rejuvenates 5 Health Points every day while resting. The healing rate doubles if the character is in the care of someone with Medical Skill but halved if he or she does not spend time resting.

TABLE 19: PERSONAL WEAPONS

MELEE WEAPON	DAMAGE
Axe	10
Knife or Dagger	6
Long Sword	12
Short Sword	8
Spear	10

Blunt Weapons	Damage
Bo, Staff or Pipe	6
Club, Baseball Bat	6
Nunchuku or Chain	6
Whip, Rope, or Belt	4

Bows	Damage
Crossbow	12
Long Bow	10

Pistols	Damage
Light Pistol	8
Heavy Pistol	12
Machine Pistol	10
Magnum Revolver	14
Medium Pistol	10

Rifles	Damage
Assault/Hunting Rifle	14
Heavy Assault Rifle	18
Light Rifle	8
Sniper Rifle	20

Shotguns	Damage
Shotgun	18
Heavy Shotgun	22

Assault Weapons	Damage
Light Mini-Gun	12
Heavy Mini-Gun	22
Machine Gun	20
Submachine Gun	10

Heavy Weapons	Damage
66 mm LAW	40
Concussion Grenade	30

Thrown Weapons	Damage
Concussion Grenade	30
Thrown Knife	4

Ordnance	Damage
120 mm Heat Tank Shell	80
120 mm Sabot Tank Shell	100
Stinger Missile	60
Tomahawk Missile	140

USING POWERS IN COMBAT

In some situations, players will want to use various Powers in inventive ways in the middle of a fight. The following rules outline the use of Powers in combat.

USING POWERS AGAINST OPPONENTS

Creative characters can use a number of seemingly inoffensive Powers in very effective ways in the middle of combat. Special Attacks are obviously designed for offensive use against an opponent, but what about Teleportation? Could a character not teleport an opponent in front of a moving truck or simply out of a fight entirely? When a character wishes to use a normally inoffensive Power against an unwilling opponent, the character must give up a non-combat action and make a Stat check using an appropriate Stat for the Power. If the check is successful, the target is allowed a Soul Stat check to resist the effect (Body or Mind can be substituted if the GM deems it appropriate). If the target fails the Soul Stat check, he or she is affected by the Power. Otherwise, the target resists the effect entirely.

SPHERE OF CONTROL

If a character attempts to use a Power on an object within the sphere of control of a character, the character is allowed to make a Soul Stat check to resist the effect as though he or she was the target of the attack. For example, a teleporter who wished to teleport the bullets out of an opponent's gun would still be required to make a Mind Stat check and the person holding the gun would be allowed a Soul Stat check to resist the effect. Other common objects usually in a target's sphere of control include: the ground beneath the target, air around the target, objects the target holds or carries, etc. The GM determines what object's are under the defender's sphere of control.

POWER VS. POWER

When two characters pit their Powers against each other, who wins? In most situations, the character with the highest Level wins. For example, a villain is attempting to make his get-away by Flight. The hero grabs the villain and tries to hold the character back, preventing him from flying away. The hero has Superstrength at Level 6 while the villain has Flight at Level 4. The hero, therefore, is strong enough to prevent the villain from escaping.

If the two Powers are close in Level (usually the same or differing by one Level), the GM may request an opposed Stat check to see who wins the contested action. Using the above example, if the villain's Flight Level was 5, instead of 4, the GM could request an opposed Stat check. The villain makes a Body Stat check (since Body is an appropriate Stat for Flight) and scores a Margin of Success of 4. The hero must now make a Body Stat check (again, since Body is the appropriate Stat for Superstrength) and score a Margin of Success greater than 4 to prevent the villain from escaping.

What if a character has two or more Powers that can be used in the opposed check? What if the villain, in the first example, also has Superstrength at Level 4? In a situation like this, the GM should simply add the two Attribute Levels together to determine who wins the opposed action. Thus, the villain has Flight at Level 4 and Superstrength at Level 4 for a total of 8 which is much higher than the hero's Superstrength Level of 6. The villain is therefore able to make his escape (possibly lifting the hero into the air or simply breaking free of his hold, depending on the GM's discretion).
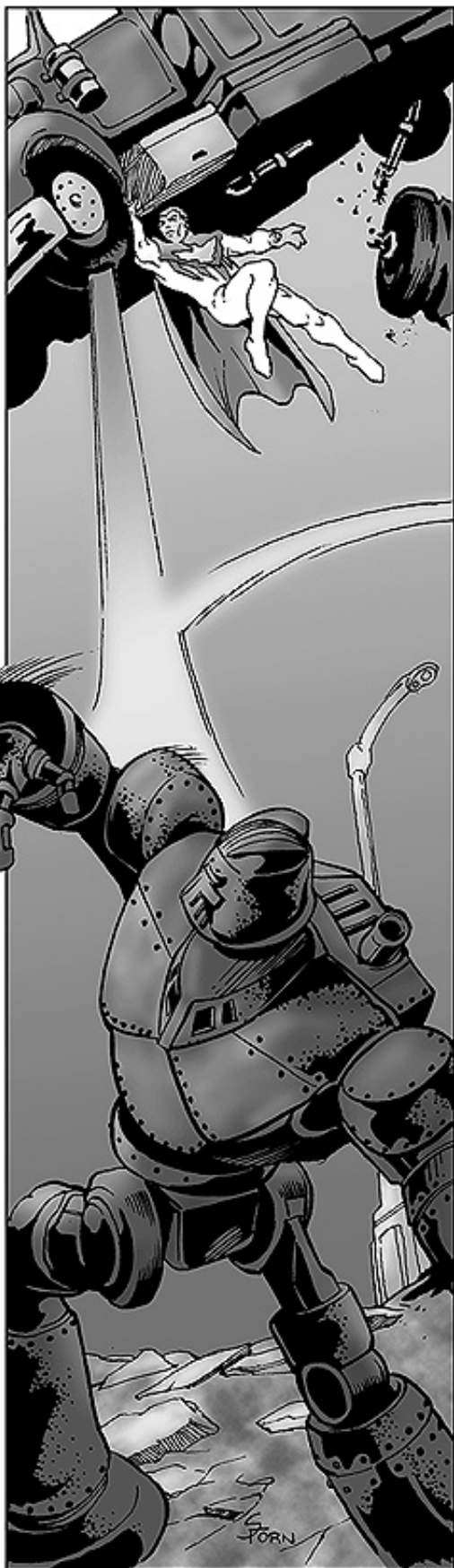
Sample Combat Scenario

After your players create their *Silver Age Sentinels* heroes and have read over the game rules, your first role as the Game Master involves running them through a short combat scenario. This gives the players a chance to test their superpowers and learn how the task resolution mechanic works. You can create your own enemies for the characters to battle using the random creation rules on page 5 or use the thugs and supervillains we present in this scenario. If more than three characters are playing, you should create an additional supervillain opponent.

Background

The streets of the city — controlled by gangs, mobsters, pushers, and other scum — are not safe any more. Criminals have bought off the police and blackmailed the politicians so nobody can touch them. The criminals in the city think they have won and the streets are theirs for the taking.

They are wrong.

Someone has to fight back, and there are heroes willing to work outside the law and do whatever it takes to cut the cancer out of the city's heart and ensure that it never comes back. When the first few drug deals or arms shipments were busted, nobody worried, but panic ensued when the first gang leaders and mob bosses were eliminated. Now the mobs are hiring extra muscle of their own. A few of the local heroes have substantial powers, backed up by their training, their dedication, and a few fancy gadgets. Even with abilities beyond those of ordinary people, it remains to be seen if the heroes will be enough to clean up the city.

The Set-Up

2 a.m. — the city. The characters are out patrolling the seedy waterfront district of the southern shore of the city together. Twenty minutes earlier, they received an anonymous tip at their headquarters that a small arms shipment has arrived at the docks tonight. The weapons are for one of the prominent city Mafia families to support their war for territory and larger stakes in the drug and sex trades.

The heroes soon stumble across some suspicious activity at one of the more secluded piers. A handful of men are unloading casket-sized wooden crates from a luxury yacht named *Nagrita*. Several guards keep watch nearby, armed with machine guns. Obviously, something is amiss.

Suddenly, the characters hear shouting in an unidentifiable language from atop a nearby warehouse and gunfire rings out in the night. They've been spotted!

Get ready to roll for Initiative....

The Real Story

The *Nagrita* has indeed brought weapons to the city — over 20 crates of pistols, assault rifles, machine guns, grenades, and even a few LAW launchers. Delivery of the weapons is being overseen by the metahuman assassin, Alice, Queen of Hearts, who is under contract with the Mafia family. Once the characters attempt to confiscate the delivery and apprehend the thugs, they will also have to contend with an unexpected surprise.

The heroes don't know they are walking into a trap. The don of the Mafia family has offered Alice a substantial sum of money for each superhero she brings in, dead or alive. It was Alice who tipped off the characters to the arms shipment, figuring it would be the best time to spring a trap on them. She is hiding behind some of the nearby shipping containers, waiting for the perfect chance to strike!

Alice, Queen of Hearts Stats

Although Alice's complete character sheet is quite comprehensive (see *Silver Age Sentinels*, page 302), a summary of her important abilities is presented below.

Alice typically uses a Medium Pistol in combat, although she can also use any of the weapons (rifles, grenades, machine guns, LAW launchers, etc.) from the arms shipment if necessary.

Body	9	Attack Combat Value	14
Mind	5	Defense Combat Value	11
Soul	10	Health Points	95

LVL	PTS	Character Attributes
6	18	**Attack Combat Mastery**
5	5	**Combat Technique** (Accurate, Judge Opponent, Lightning Reflexes, Portable Armoury, Weapons Encyclopaedia)
5	10	**Defense Combat Mastery**
1	8	**Extra Attacks**
2	6	**Extra Defenses**
2	8	**Force Field** (Stops 40)
3	6	**Gadgets** (Weapons)
2	2	**Heightened Awareness**
3	9	**Invisibility** (Sight, Hearing, Mental)
2	10	**Massive Damage** (+ 20 damage to all attacks)
3	3	**Mind Shield** (+3 Mind defense bonus)
1	1	**Sensory Block** (Telepathy)
2	2	**Sixth Sense** (Emotions, Telepathy)
3	18	**Skill Group: Adventuring** (+ 3 all relevant Skill checks)
2	2	**Special Movement** (Balance, Untrackable)
2	8	**Telekinesis (10 kg)**
4	12	**Telepathy**

PTS	Defects
-2	**Famous** (Master assassin)
-1	**Unreliable Power (Invisibility will not work against Telepaths of higher Level)**
-3	**Wanted**

Mafia Thug Stats

About a dozen Mafia thugs are at the scene (roughly four for each player). They will certainly defend their shipment from confiscation, but will not fight to the death if faced with overwhelmingly powerful opponents. After all, they know that their family's lawyers are very influential in the courts.

The thugs typically use Machine Guns in combat, although they can also use any of the weapons from the arms shipment if necessary.

Body	6	Attack Combat Value	5
Mind	4	Defense Combat Value	4
Soul	4	Health Points	20

LVL	PTS	Character Attributes
1	3	**Attack Combat Mastery**
2	4	**Defense Combat Mastery**
2	4	**Gadgets** (Weapons)
2	2	**Organizational Ties** (Mafia family)

PTS	Defects
-3	**Not So Tough**
-1	**Owned (Mafia family)**
-1	**Wanted**