

CREATING YOUR CHARACTERS

The heroes of Venture Comics have been created using the framework of the **Sentinel Comics Roleplaying Game**, but eagle-eyed readers may have noticed slight differences in terms of the dice, powers, and Principles on display within these pages. As Venture Comics is its own publishing company, its heroes are constructed using alternative character creation rules, and while they are all valid characters within a core **Sentinel Comics** game, slight adjustments might be required if you wish to create them using the standard method.

In order to help you bring your own hero of Venture Comics to life, this appendix lists the alternative rules used in character creation for a Venture Comics game. These rules are *not* comprehensive. You will need a copy of the **Sentinel Comics Roleplaying Game** core rulebook in order to create your character. The rules listed below only detail the differences between games set in the Venture universe and those of Sentinel Comics.

In addition to adjusted character creation rules, this appendix contains a set of ten new Principles, two for each of the five major categories, which your heroes may wish to use. Some of them, you will recognize as belonging to classic Venture heroes that have already been revealed. Others will be used in future volumes of the *History of Venture Comics*, adding depth to the many heroes that have populated its pages over the years.

GENERAL CHARACTER CREATION RULES

Character creation in Venture Comics follows the usual steps from Chapter 3 of the Sentinel Comics core rulebook. As such, adjustments have been listed in the same character creation order as the standard guided method system.

Guided method rules are the same as in the core rulebook, with two adjustments: First, in the Background and Personality steps, roll 3d10 instead of 2d10. Secondly, when undertaking guided method for Venture Comics, if doubles are rolled in any stage of character creation, you have the option to take the single number, the sum of the two numbers, or the entry at 10 + the number rolled.






STEP 1: BACKGROUND (PAGE 49 OF THE SENTINEL COMICS RPG)

When choosing a Background, use the following chart to determine your starting dice, quality options, principle category, and Power Source dice in place of the choices in the core rules.







#	BACKGROUND	QUALITY DICE	QUALITIES	PRINCIPLE CATEGORY	POWER DICE
1	BLANK SLATE	10 8	Any Mental, Any Physical	Identity	10 8 8
2	CRIMINAL	10 10	Criminal Underworld, Imposing, Persuasion, Any Physical	Responsibility	8 8 8
3	PERFORMER	10 8	Acrobatics, Creativity, Finesse, Any Social	Responsibility	10 10 6
4	MILITARY	10 8	Leadership, Self-Discipline, Conviction, Any Physical	Ideals	10 8 8
5	ACADEMIC	12 8	Leadership, Investigation, Self-Discipline, Any Information	Expertise	10 6 6
6	UPPER CLASS	10 8	Fitness, Persuasion, Banter, Any Mental	Responsibility	10 8 8
7	LAW ENFORCEMENT	10 10	Criminal Underworld, Investigation, Any Physical	Identity	10 8 6
8	STRUGGLING	10 8 6	Criminal Underworld, Any Social, Any Mental	Responsibility	10 8 6
9	TRAGIC	10 8	Banter, Close Combat, Imposing, Any Mental	Ideals	10 10 6
10	UNREMARKABLE	10 8	One each from any two categories	Identity	10 10 6
11	DYNASTY	10 8	Close Combat, Fitness, History, Any Social	Ideals	12 6 6
12	ADVENTURER	10 10	History, Alertness, Banter, Any Physical	Ideals	8 8 8
13	MEDICAL	10 8 6	Medical (required), Finesse, Persuasion, Science, Any Mental	Expertise	10 8 6
14	INTERSTELLAR	12 6	Any Information, Any Mental	Esoteric	10 8 6
15	RETIRED	10 8	Any Information, Any Social	Identity	12 6 6
16	CREATED	12 6	Alertness, Science, Technology, Any Physical	Identity	10 8 6
17	ANACHRONISTIC	10 10	History, Technology, Any Physical	Esoteric	10 8 6
18	EXILE	10 8	Conviction, Imposing, Insight, Any Information	Ideals	10 8 8
19	OTHERWORLDLY	10 8	Magic Lore, Otherworldly Mythos, Fitness, Any Mental	Esoteric	12 6 6
20	FORMER VILLAIN	10 8	Conviction, Leadership, Imposing, Any Information	Identity	12 6 6

STEP 2: POWER SOURCE (PAGE 57 OF THE SENTINEL COMICS RPG)

For the most part, Power Sources are the same in Venture Comics as in Sentinel Comics. However, the following alterations exist:






Accident (#1): Provides    for archetype selection instead of  .







Genetic (#3): The Yellow ability “Adaptive” reads as follows: “You may remove a penalty from yourself. Boost yourself using [power]. If you did not remove a penalty, Recover equal to your Min die.”




Powered Suit (#8): Provides    for archetype selection instead of   .






Radiation (#9): The Yellow ability “Radioactive Recharge” reads as follows: “You may remove a penalty from yourself. Boost yourself using [power]. If you did not remove a penalty, Recover equal to your Min die.”

Tech Upgrades (#10): The Yellow ability “Recharge” reads as follows: “You may remove a penalty from yourself. Boost yourself using [power]. If you did not remove a penalty, Recover equal to your Min die.”


Cursed (#13): Provides    for archetype selection instead of  . The Yellow ability “Cursed Resolve” reads as follows: “You may remove a penalty from yourself. Boost yourself using [power]. If you did not remove a penalty, Recover equal to your Min die.”

Genius (#15): Provides    for archetype selection instead of   .

Cosmos (#16): Upgrade one , , or  power die by one die size. Do not downgrade any dice.

Extradimensional (#17): Provides    for archetype selection instead of  .

Higher Power (#19): The Yellow ability “Resolve” reads as follows: “You may remove a penalty from yourself. Boost yourself using [power]. If you did not remove a penalty, Recover equal to your Min die.”


Multiverse (#20): The extra power die granted by this Power Source is a .

STEP 3: ARCHETYPE (PAGE 73 OF THE SENTINEL COMICS RPG)

For the most part, Archetypes are also the same in Venture Comics as in Sentinel Comics. However, the following alterations exist:

Armored (#7): The Green ability “Deflect” reads as follows: “When you would be dealt damage, you may increase the value of your Armored ability by 1, then deal damage to a nearby target equal to the amount reduced by your Armored ability.”




Form-Changer (#16): Instead of assigning a die to a Self Control power, you may assign a die to a Technological power. Green Form-Changer abilities that use [Self Control power] use [Self Control or Technological power] instead.

Divided (#19): Each of your forms may pick a  Quality or Power that is only available in that form. The Green ability “Transform” reads as follows: “Change from your civilian form to your heroic form, or vice versa. Then take a basic action using your Min die.” The Green abilities “Device Transformation”, “Merge”, and “Possess” use your Mid die instead of your Min die. Finally, the Green ability “Uncontrolled Transformation may be triggered by taking an action *or reaction* and taking damage equal to a roll of your current status die.

STEP 4: PERSONALITY (PAGE 101 OF THE SENTINEL COMICS RPG)

For the most part, Personalities are also the same in Venture Comics as in Sentinel Comics. However, the following alterations exist:

Impulsive (#3): The status dice for this Personality are Green , Yellow , Red .

Mischievous (#4): The status dice for this Personality are Green , Yellow , Red . When determining your Health in Step 7, you may replace either the maximum value of your Red status die or your power/quality die with a 12.

STEP 5: RED ABILITIES (PAGE 106 OF THE SENTINEL COMICS RPG)

Venture Comics treats the selection of Red Abilities the same as in the Sentinel Comics RPG core rules. No adjustments are needed.

STEP 6: RETCON (PAGE 112 OF THE SENTINEL COMICS RPG)

During the Retcon Stage, Venture Comics characters may do one of the following:

- Add any $\diamond 8$ power or quality from any category
- Increase your Red status die by one size (maximum $\diamond 12$)
- Gain an extra Red ability, as described in Step 5
- Choose a different power or quality used in one of your abilities

Characters may then do one of the following:

- Swap any two dice within your powers
- Swap any two dice within your qualities
- Change one of your Principles to any other Principle

STEP 7: HEALTH (PAGE 113 OF THE SENTINEL COMICS RPG)

All listed Venture Comics characters have taken the average result of '4' when determining Health totals, rather than rolling a $\diamond 8$. Otherwise, Health is calculated as per the Sentinel Comics RPG core rulebook.


STEP 8: FINISHING TOUCHES (PAGE 114 OF THE SENTINEL COMICS RPG)


Venture Comics treats the finishing touches of your character in the same way as in the Sentinel Comics RPG core rules. No adjustments are needed.

PRINCIPLES


The following ten Principles can be taken by any Venture Comics character, and may be taken by Sentinel Comics RPG characters with your GM's permission.

ESOTERIC PRINCIPLES

PRINCIPLE OF THE EMPATH			
<p>During Roleplaying: You are attuned to the psychic field of your surroundings, and can always get a feel for the surface thoughts and emotions of groups of people.</p> <p>Minor Twist: How is your behaviour being affected by your surroundings?</p> <p>Major Twist: How have you become overwhelmed by the feelings around you?</p>			
Icon	Name	Type	Game Text
	Principle of the Empath	A	Overcome by attuning yourself to the feelings and desires of others and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE OUTSIDER			
<p>During Roleplaying: You are from an alien culture with different assumptions about the world. You have an odd set of vulnerabilities and strengths compared to those around you.</p> <p>Minor Twist: How did your assumptions get you in trouble?</p> <p>Major Twist: What ordinary thing here is potentially deadly to you?</p>			
Icon	Name	Type	Game Text
	Principle of the Outsider	A	Overcome a local problem using knowledge from your home and use your Max die. You and each of your allies gain a hero point.

EXPERTISE PRINCIPLES


PRINCIPLE OF THE CONCEALED			
<p>During Roleplaying: You have a gift for hiding your powers and pretending to be a normal person.</p> <p>Minor Twist: Who just spotted you doing something that gives you away?</p> <p>Major Twist: What power can't you use because you hid it too well?</p>			
Icon	Name	Type	Game Text
	Principle of the Concealed	A	Overcome by secretly using your powers. Boost yourself with your Min die. You and each of your allies gain a hero point.

PRINCIPLE OF THE HACKER

During Roleplaying: You can hack into any digital infrastructure; you always have a digital connection at hand.

Minor Twist: What information on your feeds distracted you?

Major Twist: What just hacked you back?

<i>Icon</i>	<i>Name</i>	<i>Type</i>	<i>Game Text</i>
	Principle of the Hacker	A	Overcome by attuning yourself to the feelings and desires of others and use your Max die. You and each of your allies gain a hero point.


IDEALS PRINCIPLES

PRINCIPLE OF RECKONING

During Roleplaying: You believe that both good deeds and bad should be repaid in kind. You can always remember what you are owed.

Minor Twist: What slight do you need to account for?

Major Twist: What favour has just come due?


<i>Icon</i>	<i>Name</i>	<i>Type</i>	<i>Game Text</i>
	Principle of Reckoning	A	Overcome when you are repaying a favour or avenging a slight and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF VENGEANCE

During Roleplaying: There is a person, organization, or type of being that has wrong you. You know a great deal about the target of your vengeance.

Minor Twist: What has your target learned about you?

Major Twist: What do you have to sacrifice to seek vengeance?

<i>Icon</i>	<i>Name</i>	<i>Type</i>	<i>Game Text</i>
	Principle of Vengeance	A	Overcome in a situation where you are opposing your target and use your Max die. You and your allies gain a Hero Point.


IDENTITY PRINCIPLES

PRINCIPLE OF THE ARTIST

During Roleplaying: You can see the beauty in ordinary things, and know about artistic styles and efforts.

Minor Twist: What moment of beauty distracted you?

Major Twist: What wonderful thing has been destroyed because of you?


Icon	Name	Type	Game Text
	Principle of the Artist	A	Overcome to bring beauty to a grim situation and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE REFORMER

During Roleplaying: You have done wrong in your past, but you believe in second chances. You can never be forced to give up on another.

Minor Twist: What do you need to forgive?

Major Twist: What sin from your past has caught up with you?

Icon	Icon	Icon	Icon
	Principle of the Reformer	A	Overcome by offering someone a second chance and use your Max die. You and each of your allies gain a hero point.


RESPONSIBILITY PRINCIPLES

PRINCIPLE OF THE FUGITIVE

During Roleplaying: You are a wanted individual, and your pursuers are always a few steps behind you.

Minor Twist: How did you reveal your location?

Major Twist: Who has shown up to take you in?


Icon	Name	Type	Game Text
	Principle of the Fugitive	A	Overcome a problem by directing those pursuing you towards it and use your Max die. You and each of your allies gain a hero point.

PRINCIPLE OF THE WARD

During Roleplaying: There are people looking after you and trying to help; it can be stifling sometimes, but you can always go to them.

Minor Twist: How do your protectors get in the way?

Major Twist: How do *you* have to save *them* this time?

Icon	Name	Type	Game Text
	Principle of the Ward	A	Overcome a problem by going to your protectors and use your Max die. You and each of your allies gain a hero point.