SENTINELS OF THE MULTIVERSE®

ShaftedTimelines

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**HERO COMPARISONS**

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**VILLAIN COMPARISONS**

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**Hero Bio: Chrono-Ranger**

Over a century ago, Sheriff Jim Brooks fell through a time portal into a future filled with terrifying monsters. He narrowly escaped the beasts, saved by a sentient computer system that called itself the Concordant Harmony Entity, or “CON” for short. Given years of solitude in this wasteland, CON had determined the time periods in which the monsters originated, and it offered Jim a chance to go back in time to take down these monsters before they had a chance to overrun the world. Out of better options, Jim Brooks became the Chrono-Ranger, a time-hopping bounty hunter trying to save the future, one bullet at a time!

**Hero Bio: Omnitron-X**

In a distant future, Omnitron has progressed through several forms. It augments itself whenever thwarted, always returning to assault humankind. However, no matter the improvements, Omnitron is often defeated. What allows mortals to best a vastly superior form? The key must be empathy. Their compassion for one another drives them to fight even better. Thus, Omnitron built a humanoid form around an empathy-component. Upon activation, this new, 10th form of Omnitron realized with horror, that its previous purpose had been death and destruction! Omnitron-X fights to preserve humankind, even in the face of its old forms!
VILLAIN BIO: IRON LEGACY

In an alternate timeline, Baron Blade killed Legacy's daughter. Enraged and grief-stricken, the man formerly known as America's finest legacy was overcome with despair both for his family and for the future of mankind. After him, there would be no legacy. Resolute, he patrolled the world, swiftly and brutally silencing any who opposed his rule. No longer a confident leader, he donned armor and attacked suspected evildoers without pause or question. All of the fortitude of the hero legacy was channeled into an unbending global dictatorship. Iron Legacy reshaped the world into one which shook beneath his iron fist.

VILLAIN BIO: KISMET

For generations, the Adhin family has experienced uncanny luck. They believed their fortune came from an heirloom: a talisman. That is, until Gabrielle Adhin came alone. In her youth, she felt as if she were moving in countless bizarre directions. When she took the talisman, suddenly everything made sense; she could see the myriad, branching realities! In time, she used the charm to hone her own psychic abilities, bending the miasma of minute possibilities to her will. She carved a swath through reality, playing her mind games on the unsuspecting masses. Now, calling herself Kismet, she wields the Adhin talisman, boosting her luck and jinxing others!

VILLAIN BIO: LA CAPITÁN

500 years ago, Maria Helena stowed away on a Spanish galleon, seeking adventure. However, after a few days at sea, a vast crack in the ocean opened, drawing the ship through it. The energy of the temporal rift altered the ship as it fell, and changed Maria Helena as well. Now, Maria Helena Teresa Servanda Jimena Paterna Domenga Gelvira Placia Sendina Belita Eufemia Columba Gontina Aldonza Mafalda Cristina Tegrida de Falcón, called La Capitán, sails through the ages! She has collected a crew from the past, present, and future, all with the same thirst for adventure and greed for the riches of everywhere . . . and everywhen!

VILLAIN BIO: THE DREAMER

When Vanessa long, known as the visionary, travelled back in time, her first goal was to save her not-yet-born self. She saved her parents from project cocoon and, when Vanessa long was born, the visionary was relieved that the baby seemed to be normal. Six years have gone by without complication, and the long family seems to be out of harm's way. That is, until young Vanessa's psychic powers developed. Her new, vast awareness of the world left her in a coma, and her nightmares manifested physically! The heroes must defeat psychic projections and wake up The Dreamer, but without harming the young girl whose mind is attacking them!
ACTIVE: An active hero has more than 0 HP. A hero is active if they are not incapacitated.

Character Card: A unique card which represents the primary or a major character of a deck. Character cards do not have the same back as the rest of their deck, rather, they have a unique back that provides their extra rules, such as a villain’s flip side or a hero’s incapacitated abilities.

Current HP: The HP of a target, relative to how much damage that target has taken, if any. For instance, a target with a maximum HP of 7 that has been dealt 2 damage has a current HP of 5.

Destroy: When a card is destroyed, it is removed from play and placed in the appropriate trash.

Deck: The set of cards associated with a specific hero, villain, or environment. All cards in a deck have a uniform back.

Discard: When a card is discarded, it is placed in the appropriate trash. Cards can be discarded from hand, from the deck, or from being revealed, but not from play.

Environment: An environment is a deck not played by a player which simulates the environment in which the game takes place. Environments have a deck of 15 environment cards, like targets. Environments can be sources of damage, but, unlike targets, the environments themselves do not have HP and cannot be dealt damage, though some cards in an environment deck do have HP.

Environment Card: Any card from an environment deck.

Environment Target: Any target that is also an environment card. If a card affects non-environment targets, it can affect any targets that are not environment cards.

Equipment: A keyword appearing on hero cards. Equipment remains in play after being played and can only be destroyed by cards which specifically target equipment cards.

Flop: Villain character cards are flipped when certain criteria are met. For example, iron legacy’s villain character cards flip from front to back when iron legacy has 30 or fewer HP at the start of the villain turn. Hero character cards are flipped when that hero is reduced to 0 or fewer HP.

Hero: A hero is a character played by a player. Heroes have character cards, which list the maximum HP of the hero and their innate power or inherent and their incapacitated abilities on the back. Each hero has a deck of HP hero cards.

Hero Card: Any card from a hero deck.

Hero Character Card: The main card for a hero. Heroes have character cards, which list the maximum HP of the hero and their innate power on the front, and their incapacitated abilities on the back.

Hero Target: Any target that is also a hero card or a hero character card. If a card affects non-hero targets, it can affect any targets that are not hero cards or hero character cards.

HP: HP stands for “hit points” and represents the amount of damage that a target can take before it is destroyed. Only certain cards have HP. All cards with HP are targets.

Immune: If a target is immune to damage, its current HP cannot be reduced by damage. However, it may still be targeted and damaged. Also, it can still be destroyed by cards that destroy targets without dealing damage.

Incapacitated: A hero is incapacitated when reduced to 0 or fewer HP. When this occurs, immediately remove all of that hero’s cards from the game and flip the hero character card. On the back, the hero has incapacitated abilities, one of which can be used on each of that hero’s subsequent turns. Incapacitated heroes cannot regain HP as they no longer have HP.

Indestructible: If a card is indestructible, it cannot be destroyed or removed from play. If a target is indestructible, it stays in play even if it is reduced to 0 or fewer HP.

Innate Power: Powers printed on the front of the hero character card.

Irresistible: If damage is irresistible, it cannot be reduced by any effect. Irresistible damage can still be increased or redirected. Irresistible damage can also be prevented entirely by effects that prevent damage or by targets that are immune to damage.

Keyword: The words in the rectangular box at the top of any game text section. Any keywords not defined in this glossary will make sense circumstantially.

Limited: A keyword appearing on hero cards. Limited characters are unique, and in that only one card of that name can be in play at one time. If a limited card with the same name as a limited card already in play would come into play, the second card is put into the appropriate trash instead.

Maximum HP: A target’s HP as printed. A target cannot regain HP past its maximum HP amount.

One-Shot: A keyword appearing on hero and villain cards. The effects of a one-shot card happen immediately upon being played, after which the one-shot card is moved to the appropriate trash.

Ongoing: A keyword appearing on hero and villain cards. Ongoing cards remain in play after being played and can only be destroyed by cards which specifically target ongoing cards or destroy all cards in play.

Power: An ability possessed by heroes that can be used during a hero’s power phase. A given power may only be used once per turn, even if a hero is allowed to use more than one power during their turn.

Redirect: Damage that is redirected does not affect the original target. Instead, it affects the target to whom it is redirected.

Restore: When a target has HP restored, increase its current HP by that amount, up to but not exceeding its maximum HP.

Nemesis: Each villain has a nemesis. Nemesis is the hero who the nemesis is located on the villain character card. Heroes and villains who are nemesis have their damage increased by one when dealing damage to each other.

Round: The period of time beginning with the start of the villain turn, proceeding through each of the hero turns, and ending with the end of the environment turn.

Target: Any card with HP is a target.

Trash: Each deck in the game has a trash into which cards from that deck are placed when they are destroyed, discarded, or otherwise moved there.

Turn: The portion of the game during which all of the actions associated with a given deck take place. The three types of turns in Sentinels of the Multiverse are hero turns, villain turns, and environment turns.

Villain: A villain is a character not played by a player. Villains have character cards, which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain. Villain character cards have two sides, and may flip in the course of play. Each villain has a deck of 25 villain cards.

Villain Card: Any card from a villain deck.

Villain Character Cards: The main cards for a villain. Villains have character cards which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain.

Villain Target: Any target that is also a villain card or a villain character card. If a card affects non-villain targets, it can affect any targets that are not villain cards or villain character cards.