

ONE-SHOT

STOLEN LEGACY

SENTINEL
COMICS
#1!

LEGACY

IS HIS FIRST
ISSUE ALSO
HIS LAST?!



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STOLEN LEGACY

(AKA "EVERYONE'S A CRITIC")

In this one-shot issue, a new generation of heroes must stand against a new generation of villains. Legacy is taken out of action—both literally and metaphorically—and it's time for the rookies to step up and join the big leagues, whether they're ready or not!

Stolen Legacy assumes that you, or someone else in your game group, has a copy of the **Sentinel Comics RPG Starter Kit** or the **Sentinel Comics RPG Core Rulebook**. For your convenience, the last two pages of this issue are a Quick Reference section with info about dice pools, the basic actions, and more.

ISSUE BACKGROUND

The villains of this issue are a team calling themselves the Vandals, but—and the heroes don't know this at the start of the issue, so don't tell them—they're secretly former lieutenants of the villainous Citizen Dawn. Citizen Dawn and her Citizens of the Sun have not been seen since the events of OblivAeon. Well, most of her citizens, anyway. Three of them in particular have returned, with vengeance on their minds.

Heathcliff Wolverhampton, Leandra Stockton, and Crimson Jefferies—formerly in the service of Citizen Dawn as Citizens Blood, Sweat, and Tears—have returned to their roots in tinkering with dark magic that they don't fully understand. In their youth, they used an ancient tome of forbidden lore called *The Fabric of Despair* to gain the powers of permanent self-transformation. Heathcliff's skin turned to onyx, Leandra's skin turned to steel, and Crimson turned to bone. Recently, Megalopolis University's library took possession of the book, holding it in a special collection not open to the public. But the villainous trio—now calling themselves The Vandals—stole the tome, and are making bad use of it.

Using the dark secrets and powers of *The Fabric of Despair*, the three constructed a spell using items that have mystical sympathetic connections to Legacy. The spell's effects were threefold: first, it shifted a Megalopolis monument—a huge statue of Legacy—out of phase with the plane of reality, making it appear to have vanished; second, it knocked Legacy into a coma; third, it split up his superhuman powers and transferred them to The Vandals. And when Legacy collapses at Freedom Plaza, Young Legacy calls in her proteges, the new team of young heroes who call themselves *Daybreak*.

DAYBREAK

This adventure includes hero sheets for the five members of the *Daybreak* team. These young heroes are new to crime fighting, but they're eager to prove themselves and make a difference in the world. They don't have an official leader, but Headlong often takes point due to his powers and serious nature.

Headlong is Brandon Bradley, an enterprising courier who got cursed by a magical artifact that was damaged as he was transporting it, leaving his body a frictionless surface. He's learned over time how to harness that power, and even how to temporarily transmit that frictionless quality to other surfaces, allowing him to glide like a speed-skater at inhuman speeds across pretty much any surface. He has a bright and upbeat personality, but his tendency towards seriousness means he frequently butts heads with his particularly reckless teammate, Rockstar.

Rockstar is Megan "The Hammer" Lee, an aspiring guitarist, singer, and rock star who can reflexively create crystalline structures in response to attacks against her. Whenever she would be struck, rock shards crystallize out of the carbon in the air, protecting her from damage. She can also make those rock structures when striking, adding a lot of extra oomph to her punches. And she's always looking for an opportunity to showboat and promote herself as the rock star "The Hammer", ignoring her lack of an actual band. Though this irks many teammates, Muse is supportive of Megan's dreams.

Muse is Vanessa Long, the youngest member of the team, but also the most experienced. When she was six, her psychic powers manifested, leaving her in a coma with her subconscious mind creating terrible projections that attacked anyone nearby. That event was resolved years ago, but Vanessa has no family or friends now as they all fled in fear. She has been using her powers for good for a few years now and is thankful for her new family with the team. Vanessa is a great help to Aeon Girl in learning what it's like to deal with people who fear you for who you were or where you came from.

Aeon Girl is pure cosmic energy come to life. When OblivAeon attacked, a hero used magic to siphon energy from the dread entity to weaken it. That energy later coalesced into a girl who shared some of the look of OblivAeon's minions, but with her own personality and no knowledge of hatred or destruction. She took the name Windy Farrum, as her creator's surname is Farrum, and her favorite weather is windy. She is learning to be a hero, and loves her teammates dearly for teaching her how to be human, particularly Muerto, who seems to be losing his humanity as quickly as Windy is gaining hers.

Muerto is Thiago Diaz. Or, rather, the consciousness that was Thiago Diaz before he died. A fan of the Freedom Five in life, he was visiting Freedom Tower as a tourist when OblivAeon attacked Megalopolis and destroyed Freedom Tower. Weeks later, Thiago woke up, his mind trapped in a pile of scrap. Understandably, he panicked. When Freedom Plaza was built and much of the wreckage from the OblivAeon attack was brought there for study, Thiago's consciousness came along for the ride and haunted Freedom Plaza. Over time, he learned how to manifest a form in the specific set of scrap that he died near, projecting sugar-skull designs on whatever he haunts. This is his "life" now, always returning to this form, but able to inhabit and control other electronics. Inhabitants of Freedom Plaza were initially disturbed by Muerto, but encountering the bizarre is part of life as a hero. Muerto now has his lifelong goal of being a hero, but at a cost he was not ready to pay. Still, he uses his powers of technology control and his sturdy new form to protect others, such as when Headlong was attacked by Myriad before the team even formed.

Daybreak originally came together in Megalopolis to save Headlong from the evil insectoid demon Myriad, and have been training at Freedom Plaza under the tutelage of the hero Young Legacy since then.

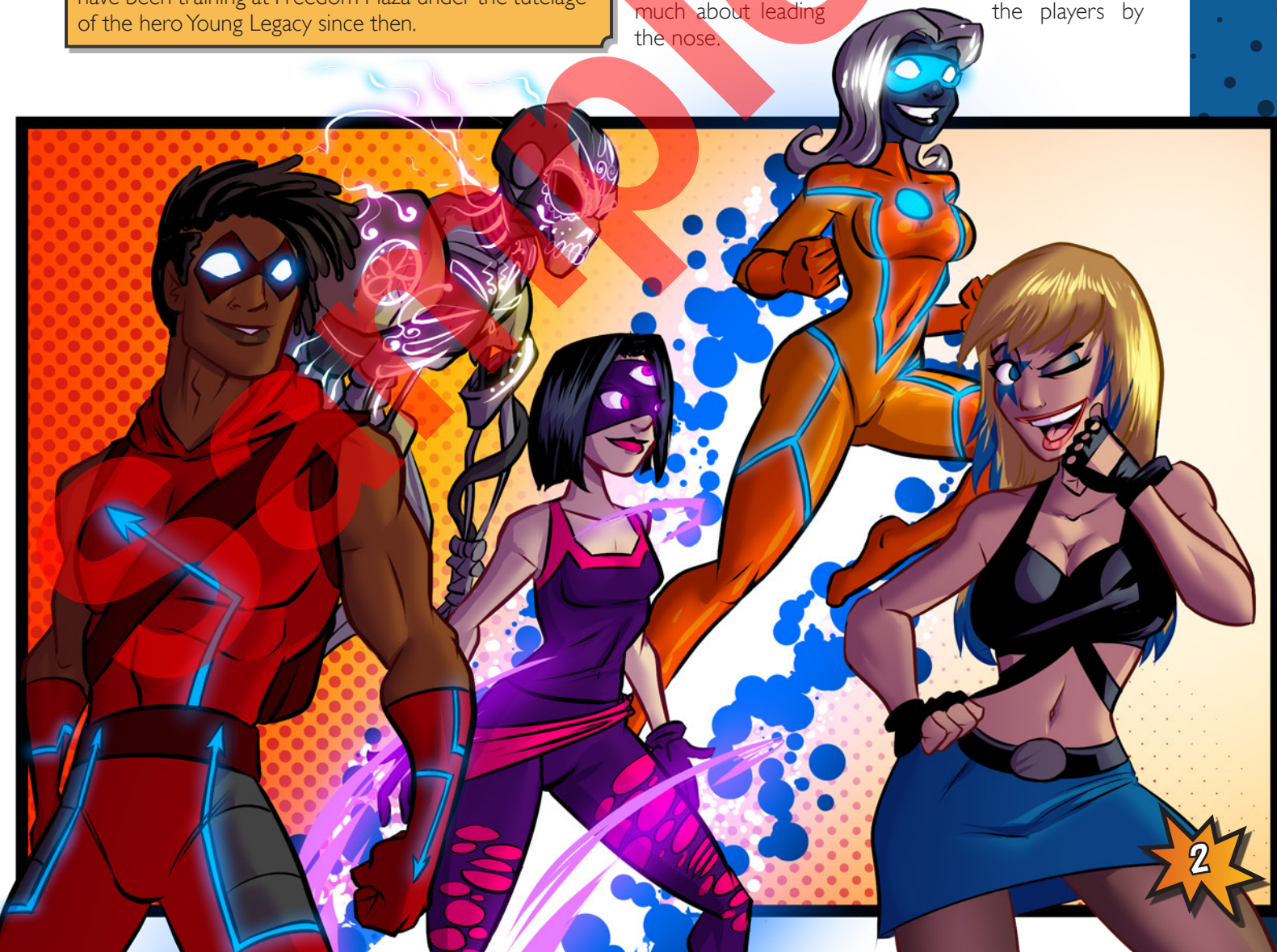
ISSUE STRUCTURE

The issue occurs over five scenes. The first two scenes are about investigation, figuring out what's going on in these bizarre situations. The final scenes are exciting brawls against three villains—the members of The Vandals—in three different locations across Megalopolis.

The scenes in this issue take place in various locales around the city of Megalopolis, including Legacy Park, Edgar's Shoppe of Curiosities, Big Al's Barber Shop, The Megalopolis Museum of Art, and The Megalopolis Opera House.

Additionally, each action scene gives ideas for scene-specific threats and twists. Some twists might introduce situations that, if not resolved, will result in future consequences and drama.

Throughout the issue, the GM can use Young Legacy as a way to nudge the players along in the "right" direction, if they need it. Once everyone is comfortable with the rules and flow of the **Sentinels Comics RPG**, you can roll with wide open plots; for now don't worry too much about leading the players by the nose.



LEGACY PARK

THE SITUATION

Young Legacy has, for a few months now, been training the members of Daybreak for the day they'd be asked to handle a real crisis. That day has arrived. Her father, the hero Legacy, has mysteriously fallen into a coma, and it's obvious that malicious forces are at work here. Young Legacy admits that it's earlier than any of them expected to be called on, but reminds the young heroes that the forces of evil seldom work on the heroes' preferred time tables. This is what they've been preparing for. It's time to step up and prove what they're made of.

Legacy Park has long been home to a huge bronze statue of Legacy that was erected in honor of one of the first times he saved the city from the villainous Baron Blade. The statue is missing! Young Legacy has another lead she needs to track down, so she sends her young heroes-in-training to Legacy Park. It's up to Daybreak to investigate the park on their own.

WHAT'S REALLY HAPPENING HERE

Through dark sorcery gleaned from *The Fabric of Despair*, The Vandals magically forced the statue out of phase with the prime material plane. As a result, ordinary matter and energy (such as people, sound, light, pigeons, etc.) pass through it as if it's not there. This is part of the ritual they performed to steal Legacy's power and render him unconscious. The heroes probably won't discover that in this scene—that comes later.

Meanwhile, The Vandals also cast a more offensive spell that is summoning weird attackers to the statue's former physical location, drawing them from the nearest thematically appropriate source: Edgar's Shoppe of Curiosities, a block away up Fillmore Avenue. Edgar's is a little hole-in-the-wall curio shop specializing in the weird, the macabre, and the chintzy. But for every item he claims is a real relic of an ancient Sumerian sorcerer, he has a dozen injection-molded glow-in-the-dark plastic skeletons made last year in Taiwan. Don't judge; Edgar has to pay the rent and he does a booming business around Halloween.

LEGACY PARK

THE HEART OF MEGALOPOLIS

NORMALLY AN IDYLIC PLACE FOR FAMILIES, JOGGERS, AND THE OCCASIONAL SCHOOL PICNIC.

BUT TODAY, THE PARK IS A PLACE OF FEAR AND UNCERTAINTY!

THE STATUE'S GONE, MAN!
DOES THAT MEAN LEGACY'S GONE, TOO?!
WAS IT SPACE ALIENS? OR, Y'KNOW, LIKE,
INVADERS FROM ANOTHER DIMENSION?
OR LAVA PEOPLE? OR...

