

SILVER AGE SENTINELS

ROLL CALL



Heroic justice, global terrorism, and enlightened self-interest motivates their actions.

You decide their destiny.

Roll Call presents two dozen bold adventurers you can drop into any *Silver Age Sentinels* campaign.

Includes character bios, dual-stat write-ups for the Tri-Stat and d20 Systems, and game seeds to kick-start your creativity.

GUARDIANS OF ORDER
DUAL-STAT PRODUCT



SILVER AGE SENTINELS

ROLL CALL

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NOTES ABOUT GAME CONTENT

The game stats presented herein are for both the Tri-Stat System and the d20 System. Values presented on the left side of a character sheet are for the Tri-Stat System while numbers presented on the right side of the character are for the d20 System. Also, information presented outside of double square brackets, before a slash are for the Tri-Stat System while text presented within [[double square brackets]], after the slash are for the d20 System.

For the character entries, some of the d20 System point costs are presented in brackets. This is done to indicate the number of points a character spent to acquire the given Attribute although the Attribute rank listed is higher than the point cost would suggest. This difference is due to the "special" bonuses gained from class level progression for the character's selected class(es).

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ROLLS CALL - HEROES





COPERNICUS (100 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 1; 100 POWER POINTS — d20 SYSTEM

IDENTITY:	Dimitri Vostov (Secret, Dimitri Vostov is believed to be dead by the Russian government)	
OCCUPATION:	Adventurer, assistant astronomer at EU Observatory	
FIRST APPEARANCE:	Science Unbound #137 (First appearance, as Dimitri); The Guard #209 (as Copernicus)	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Sverdlovsk, Russia	
AFFILIATION:	None	
TERRITORY:	Empire City	
HEIGHT:	6'1" (185 cm)	EYES: Green
WEIGHT:	210 lbs. (78 kg)	HAIR: Black

In 1960, the USSR's OKB Space Projects Unit successfully landed the Korabl 4C on Mars. The crew of four travelled across the planet in an explorer train for a year, before misfortune and tragedy befell the crew.

When cosmonaut Dimitri Vostov disappeared while exploring Olympus Mons, his companions assumed the worst, but in truth Vostov had been captured by mysterious aliens. These were not Haud or Parusian, nor even the benign Nimbus ... but a return of the rightful masters of Mars. Aboard their ship, the aliens subjected Dimitri to many experiments that changed the cosmonaut, making him stronger, faster, and more powerful. Vostov was placed in suspended animation aboard the ship, presumably for further experimentation.

Dimitri awoke from his sleep with a bang as the alien ship came under attack, an explosion rupturing his suspension tank. Dimitri

BODY	10	ATTACK COMBAT VALUE	8
MIND	8	DEFENSE COMBAT VALUE	6
SOUL	6	HEALTH POINTS	80

STR	17	DEX	19	CON	18	INT	18	WIS	13	CHA	11
REF	+4	FORT	+4	WILL	+1	BASE TO HIT MODIFIER			+0		
BASE AC MODIFIER						+4					
						HIT POINTS					

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
2	2	Combat Techniques (Block Ranged Attacks, Steady Hand)	2	2
1	1	Features (Appearance)	1	1
2	2	Highly Skilled	2	2
9	36	Item of Power (Alien Costume; Hard to steal)	9	36
4	12	Item of Power (Beam Pistol; Easy to steal)	4	12

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	2	Divine Relationship (Extraterrestrial Influence)	2	2

LVL	PTS	ITEM OF POWER ATTRIBUTES (ALIEN COSUMTE)	RANK	PTS
4	10	Armour (Partial; Unarmoured face)	4	10
3	12	Flight (Jetpack)	3	12
5	21	Force Field (Stops 140 / [1 70]); Field Penetrating, Full Impact, Shield Only; Area 1)	5	21
2	2	Heightened Senses (Radio Reception, X-Ray Vision)	2	2

LVL	PTS	ITEM OF POWER ATTRIBUTES (BEAM PISTOL)	RANK	PTS
5	20	Special Attack "Force Beam" (80 / [1 4d6+8]) Damage, Accurate, Concealable, Hand-Held)	5	20

PTS	DEFECTS	PTS
0	Famous (Empire City, as Copernicus)	0
-2	Skeleton in the Closet (Secret Identity)	-2
-1	Unique Defect: Anachronistic (Not quite familiar with the 21st century)	-1

LVL	PTS	SKILLS	RANK
1	2	Foreign Culture (United States)	1
1	1	Languages (Russian, English)	1
2	8	Mechanics (Aeronautical)	2
2	4	Navigation (Air)	1
1	5	Physical Sciences (Astronomy)	1
4	8	Piloting (Jet Fighter)	4
1	8	Gun Combat (Pistol)	1
2	14	Melee Defense (Shield)	1

was scared and confused as explosions raged around him. Finding his way to a shuttle he managed to escape the crippled alien ship and found himself in orbit around Earth. The shuttle was badly damaged and it was all Dimitri could do to pilot the craft down to Earth, crashing in the Nevada desert.

Dimitri surveyed the world around him and discovered four decades had passed since his capture. The world was much changed. Dimitri considered his place in this new world and felt there was nothing awaiting him back in Russia, but new options presented themselves. Aboard the alien shuttle he found a variety of equipment that could be tailored to his use. That equipment, coupled with his enhanced abilities from the alien experiments, would make him a formidable fighter. Dimitri looked to Empire City and saw the many superheroes there. He always felt cheated that the secrecy of the Mars mission had denied him the adulation he sought when he joined the Soviet space programme. Now, with his abilities and new equipment, he could make a name for himself, and become the hero he always wished to be. Taking the name Copernicus, Dimitri took to the skies to fly to Empire City and join the superheroes there, aiding in the good fight.



DELTA-V (125 CHARACTER POINTS — TRI-STAT)

COSTUMED WIZARD LVL 1; 125 POWER POINTS — d20 SYSTEM

IDENTITY: Gordon O'Donnell (Publicly known)

OCCUPATION: Theoretical Mathematician

FIRST APPEARANCE: Science Unbound, Vol. II #105

FORMER ALIASES: None

PLACE OF BIRTH: Babbitt, Minnesota

AFFILIATION: None

TERRITORY: North America

HEIGHT: 5'11" (180 cm)

WEIGHT: 165 lbs. (75 kg)

EYES: Brown

HAIR: Brown

Gordon was a typical MIT graduate student researching mathematics modelling of the structure of the universe. Typical, that is, until he discovered a "universal equation" governing all movement. Even more stunning, by manipulating the mathematics, one could affect the velocity of mass and energy, and literally bend the structure of space itself.

To date, only a very few have been able to follow the mathematics, and none with the intuitive flair required to duplicate Delta-V's powers. He theorizes similar equations exist for all fundamental aspects of reality, but have not been discovered. Though some suspect there's more than "just math" behind his powers, it is hard to argue with the results.

While still very much the bookish researcher in private, Gordon revels in his newfound abilities and his role as a superhero. He is vivacious and helpful, and typifies the model of a bright young

BODY	5	ATTACK COMBAT VALUE	7
MIND	11	DEFENSE COMBAT VALUE	5
SOUL	5	HEALTH POINTS	50

STR	10	DEX	12	CON	12	INT	24	WIS	16	CHA	10	
REF	+1	FORT	+3	WILL	+5	BASE TO HIT MODIFIER			+0			
BASE AC MODIFIER						+1			HIT POINTS			7

TRI-STAT		CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS			RANK	PTS
2	2	Highly Skilled		2	2

LVL		PTS		POWER ATTRIBUTES		RANK		PTS	
4	89			Dynamic Powers (Motion, primal; Area 3; Duration 1; Range 3; Targets 2)		4	89		
-1				• Detectable (Vibrations, gravity waves)		-1			

PTS		DEFECTS		PTS	
-2		Famous (Public service announcements promoting science and math education, as well as his heroic activities)		-2	
-2		Significant Other (Anne Belton, fiancée)		-2	
-2		Vulnerability (Anything that disrupts ability to think clearly)		-2	
-1		Wanted (Drug lords)		-1	

LVL		PTS		SKILLS		RANK	
1	2			Architecture (Bridges)		1	
2	10			Demolitions (Artificial Structures)		3	
3	3			Languages (English, French, German, Spanish)		1	
2	4			Navigation (Air)		1	
3	6			Performing Arts (Public Speaking)		2	
5	25			Physical Sciences (Mathematics)		6	

hero, fighting for the greater good. When not actively fighting crime, he can be found giving talks at schools, supporting various charities, or doing other good work from Canada to Central America.

Gordon's humanitarian efforts are lauded, but not everyone is pleased. Several drug cartels operating in Mexico were damaged when he interrupted a series of major shipments. They have not yet committed major resources to deal with him, as he is only a minor annoyance so far.

Anne Belton is his fiancée and has a doctorate in economics. She advises him on how best to use his powers to help people and they often travel together. Though she worries about him, she is as convinced as he that what he's doing is simply the right thing.

Note that his power is very flexible and Delta-V is quite creative. It can be used for, but is not limited to, the following: Armour, Flight, Force Field, Immovable, Speed, Superstrength, Telekinesis, and a wide range of Special Attacks.



THE OLYMPIAN (150 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 2; 150 POWER POINTS — d20 SYSTEM

IDENTITY: Mark Seneca (Secret)
OCCUPATION: Adventurer
FIRST APPEARANCE: Silver Dime Theatre #17 (as Aegis);
 The Guard # 32 (as the Olympian)

FORMER ALIASES: Aegis

PLACE OF BIRTH: Empire City

AFFILIATION: None

TERRITORY: Empire City

HEIGHT: 6'7" (201 cm) **EYES:** Dark blue

WEIGHT: 370 lbs. (196 kg) **HAIR:** Black

Mark Seneca was born and raised in Empire, the child of Greek immigrants. Every since childhood he was fascinated by his heritage, and by the legends his father told him as bedtime stories. When Mark entered college, he focused his studies on Greek culture and mythology. He graduated with honours, and went on to graduate school. But studying from books wasn't enough for Mark — he wanted to experience the reality of Greece. He had visited Greece several times with his family, but this was his first trip alone and as an adult. Mark wandered the countryside, searching for places that matched the ancient stories. What he found was more than he'd ever expected.

The mountain was in the wrong place, but was otherwise perfect, right down to the storm cloud hovering near the top, obscuring the lofty peak from view. Mount Olympus, home of the Greek gods. Mark knew he had to climb it, and made it as high as the storm cloud before disaster (or destiny?) struck. Mark was hit by a tremendous bolt of lightning, and thrown from the mountain. He awoke hours later at its base; his clothes were blackened and shredded but miraculously he was unharmed. Unharmed, and changed. No longer a man of average height and slight build, the lightning had supercharged Mark's body, transforming him into a tall, powerful figure whose skin crackled with electricity. Mark took it as a sign from the gods, both a warning not to presume and a gift to reward his dedication.

BODY 16 **ATTACK COMBAT VALUE** 11
MIND 5 **DEFENSE COMBAT VALUE** 8
SOUL 6 **HEALTH POINTS** 170

STR 28 **DEX** 21 **CON** 34 **INT** 10 **WIS** 9 **CHA** 10
REF +5 **FORT** +12 **WILL** -1 **BASE TO HIT MODIFIER** +5
BASE AC MODIFIER +10 **HIT POINTS** 83

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS		RANK	PTS
2	6	Attack Combat Mastery	2	6
3	3	Combat Technique (Block Ranged Attacks, Judge Opponent, Lightning Reflexes)	3	3
1	2	Defense Combat Mastery	1	2
4	4	Divine Relationship (Touched by Gods)	4	4
2	2	Features (Appearance x2)	2	2
10	10	Highly Skilled	10	10
3	15	Massive Damage	3	(5)
3	6	Tough	3	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour (Optimized vs. Electricity)	3	9
8	16	Enhanced Body	-	-
-	-	Enhanced Constitution	5	10
-	-	Enhanced Strength	3	6
3	12	Flight	3	12
-1	-	• Activation Time (Flight)	-	-1
-1	-	• Concentration (Flight)	-	-1
-1	-	• Detectable (Flight; Electric charge, glow)	-	-1
4	18	Force Field (Stops 80 / [40]); Area 2)	4	18
3	12	Special Attack "Aegis Strike" (60 / [3d6+6]) Damage, Accurate, Hand-Held)	3	12
3	3	Special Attack "Lighting Strike" (20 / [1d6+2]) Damage, Linked to Aegis Strike)	3	3
-1	-	• Activation Time (Lightning Strike)	-	-1
3	3	Special Attack "Electric Burst" (80 / [4d6+8]) Damage, Short Range)	3	(1)

PTS	DEFECTS	PTS
-2	Achilles Heel (Water)	-2
-1	Famous (Olympian)	-1
-2	Skeleton in the Closet (Secret identity)	-2

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Tumbling)	1
2	4	Architecture (Ancient)	2
1	2	Artisan (Metalworking)	1
4	12	City Knowledge (Empire City, East Village)	4
4	8	Cultural Arts (Antiquities)	5
2	4	Foreign Culture (Greece, Macedonia)	2
2	2	Languages (English, Greek, Latin)	2
2	2	Riding (Horse)	2
2	4	Social Sciences (Anthropology)	2
3	3	Writing (Academic)	3
3	21	Melee Attack (Shield)	2
3	21	Melee Defense (Shield)	2
3	24	Thrown Weapons (Shield)	2
1	8	Unarmed Attack (Strikes)	1
1	8	Unarmed Defense (Strikes)	1

Mark settled in Athens for a time. One day, while examining a brass shield for sale from a street-side merchant, Mark watched a purse snatcher strike. Without thinking, Mark let his anger flow into the shield, and hurled the crackling object after the thief, felling him in a burst of lightning. It was then that Mark realized why he had been gifted. Taking the name Aegis, he became a crimefighter, protecting the streets of Athens.

Eventually Mark grew homesick and returned to America, renaming himself the Olympian. Mark believes that the Greek gods have granted him powers so that he can do good works — and by doing so, restore Man's belief in the supernatural. He still pursues his academic career, consulting long-distance on projects, but most of his time is spent fighting crime.