

# ★ REVOLUCION

## PLAYERS

your job is to play interesting characters who form a Movement and topple the Regime.

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## START WITH THIS

Choose a character from the other side of this sheet. Help the GM make a Conspirator NPC to join the Movement and help your character.

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## KEEP DOING THIS

until the Movement Strength is equal to the Regime Strength.

Each round you will have one Regime scene framed by the GM and you will

frame a Movement scene. You can only use each skill once per round.

In a Regime Scene, fight back against the tyranny of the oppressor. When it comes time to roll dice, choose one skill to defend with and roll that many dice. If your dice add up to more than the GM's, your stop the Regime from reaching it's goals.

When it's your turn for a Movement scene, describe what you're doing to take down the Regime. Make sure to mention who else if helping, it takes cooperation to change the status quo. The GM will describe how the Regime tries to stop you. When it comes time to roll the dice, pick up a number of dice equal to the skill you're using, plus any bonuses for help. If the total of the dice you roll is more than the Regime Strength set by the GM, you get to

choose one of these outcomes:

- Add 1 to the Movement Strength. If you use your Physical skill to do this, add 2 instead.
  - Recruit a new Conspirator with any skill you like. If you use your Social skill to do this, give the Conspirator two skills instead.
  - Take 2 bonus dice. If you use your Mental skill to do this, take 3 bonus dice instead. You can add your bonus dice to any roll made by anybody.
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## HELP YOUR FRIENDS

once per round, you can help another player. Give that player a bonus dice. If you use the same type of

skill (Mental, Physical or Social), add your skill to their total.

Conspirators can once per round too. If a Conspirator helps you, take a bonus dice. If the Conspirator has the same skill you're using, add 2 to your total.

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## IN THE END

the Movement Strength will be greater than the Regime Strength. When this happens, describe what your character does to further their goals as the Regime falls. You get to make one final roll using your highest skill.

If your final roll is a success, your character and your Rhetoric have a place in the new order.

If you fail, either your Rhetoric or your character flourishes, not both.

# ★**REVOLUCION**

## **PERSPECTIVE THE 2D MAN**

### **RHETORIC: PEOPLE CAN STILL BE FREE**

Squeezed in between universes during an expedition to Dimension X, Lawrence Bucker found himself stripped of one of his dimensions. Now completely flat, Bucker explores the strange edges of the world and defeats the forces that would make life flat as Perspective, the 2D Man. Bucker's lack of a 3rd dimension seems to have given him some resistance to Ome's field. Being naturally stealthy, Perspective has been able to explore more than other heroes.

### **SKILLS**

Two Dimensional (Physical) - 5  
Explorer (Mental) - 3  
Witty Banter (Social) - 2

## **THE MANTIS**

### **RHETORIC: HUMANITY DESERVES TO LIVE**

When Wilson Strum found treasure in his back yard while digging for worms he viewed it as a very strange gift, one that required him to make the most of it. After years of philanthropic investment, Wilson retreated from public life, faking his own death so that he could make the world better as a masked vigilante. With no powers beyond his wealth, Strum trained himself to the peak of human perfection. He's been able to resist the black depths of emotion that have effected the rest of the planet through sheer training and force of will.

### **SKILLS**

Gadgets (Physical) - 3  
Perfectly Trained (Mental) - 4  
Socialite (Social) - 3

## **DEAD HEAD**

### **RHETORIC: NO ONE SHOULD SUFFER**

After a car accident in the dead of winter, Olivia Dean arrived on the operating table of Dr. Tobias Finch, who would later be known as The Mad Doctor. Dr. Finch saved Olivia by transferring all her mental activity into the rest of her body, letting her head die. Olivia found that this had the side effect of trapping those that died nearby inside her head, until her head filled and some of the spirits passed on. Using the memories and skills of the dead to solve crimes, Olivia Dean became Dead Head. Since her brain is not actually alive, Dead Head is unaffected by Ome's despair well.

### **SKILLS**

Odd Physiology (Physical) - 2  
256 Dead People (Mental) - 5  
Empathy (Social) - 3

## **UNOCTIUM THE NOBLE GAS**

### **RHETORIC: GOOD ALWAYS WINS**

The only survivor of a heavier universe where all molecular motion stopped, Unoctium came to Earth as his people tried to escape their doomed world. Made entirely of a super-dense gas, Unoctium is the only source of element 118 in the known universe. Taking it upon himself to defend his adopted home, Unoctium works ceaselessly to keep Earth safe. A strange visitor from another universe, Unoctium can take complete control of his super-dense body, altering it at will. Since he has no human physiology, Unoctium is not effected by Ome's emotions.

### **SKILLS**

Super-dense Gas (Physical) - 4  
Element Knowledge (Mental) - 2  
Inspirational (Social) - 4