

Justice Sentinel

A *Four Winds: Anthology* character idea. Created June 2001 by Patric L. Rogers. Copyright © 2001, 2009 by Patric L. Rogers. All rights reserved.

Artwork by Jeff Philips. Generously created specifically for this character and used by permission.

Inspired in part by Marvel Comics Omega Sentinels, q.v. *X-Men* #66, August 1997.

Living Legends

Power Off: PHYS 7, REFL 7, DEFT 7, INTL 11, COOL 7, VITL 7

Power On: PHYS 19, REFL 7, DEFT 7, INTL 11, COOL 7, VITL 12

Transformation (Power Activation):

By act of will, he can spend one action to transform to his powered form. He can remain in his powered form indefinitely. Although he is not comfortable staying in powered form for long periods, and most people find it uncomfortable to be around him when he is in powered form. All bulleted items listed here are for his “main form” for purposes of this power. The two forms have the same skills, because the transformation is only physical. [9 CP]

- **Android Body:** For purposes of the *Living Legends* game, this is an SFX and this bullet is flavor text. Sentinel’s body has transformed such that he appears to be a cyborg entity with flesh wrapped around a metal endoskeleton. This is purely cosmetic and he does not possess any mechanical parts. Sometimes – especially when using one of his energy powers – his “mechanical interior” is visible through his skin and muscle “covering.” The effect can be quite disturbing for others. In



truth, while Sentinel is quite durable and hardy, he is not really composed of metal, nor does he have any mechanical parts.

- **Heightened PHYS and Heightened VITL:** See above.
- **Power Blast:** Sentinel can release blasts of energy through his hands.

Power Blast, 1d10 Energy [Ion], 12” [22 CP]

- **Flight:** Sentinel can fly by manipulating gravity and he maneuvers by projecting energy downward through his feet. As a special effect he improves his speed and maneuverability by projecting energy from his hands like maneuver rockets. Flight, 23” acceleration, 512” top speed, Misc (costs 1 NRG per hour) (-2) [17 CP]
- **Android Immunities:** Adaptation, all physical damage types, plus Asphyxiation (3 CP) (+9), Misc (costs 1 NRG per day of use) (-1) [9 CP]
- **Adaptive Defense:** Armor 2 vs all physical damage types (7 CP), Misc (costs 1 NRG per hour of use) (-2) [5 CP]
- **Android Brain:** Armor, 2 vs Mental damage type [2 CP]
- **Self-Repair:** Regeneration, 1 hit point, Slow Activation (12 hours, incremental activation) (-2) [6 CP]
- **Thermographic Vision:** Full sense, infrared radiation (4 CP), range (+3) [6 CP]
- **Weakness:** Attracts Attacks – +2 to be hit by Electromagnetic damage types [+15 CP]
- **Weakness:** Distinctive – INTL 3+ to notice, Disguise 2+ to conceal (+5 CP)

Skill: Assess Value (INTL/G) 1 level, d8 effect [2 CP]

Skill: Profession (merchant) (INTL/G) 1 level, d8 effect [2 CP]

Skill: Scholar (comic book trivia) (INTL/S) 1 level, d6 effect [2 CP]

Weakness: (both forms) Responsibilities – He still owns and manages the comic shop,

and needs to put in time on a regular basis (Common, Major) (+10 CP)

Background

Justice Sentinel was an uninspired comic book store owner studying to be an accountant. He spent New Years Eve getting drunk and watching X-men cartoons with his buddies. When he “transformed” shortly after Midnight, everyone thought it was absolutely fantastic (the glowing red eyes were a real hit). The next morning, everyone thought it was a severe hallucination and Sentinel went home to sleep it off. Naturally, Sentinel was quite confused to find that he had undergone a permanent physical transformation but still retained his own mind. Sensing a change in the world, he set out to join the ranks of the emerging powered heroes.

Sentinel does, in fact, view himself as a cyborg entity. As an avid comic fan, he relates his self-image to the Omega Sentinels of Marvel Comics. Despite his new powers and new identity, he’s still not a very inspired fellow and needs a strong leader to give him direction.

Since his “conversion” he offered his services to the local police department, and after a few weeks of watching newly emerging power-villains, they decided to accept his offer and have deputized him and have enrolled him in a crash-training course in police procedures.

A few days into the New Year, he discovered he could “transform” back to his flabby mortal form by “willing the nanobots to retract into a storage organ inside his body”. He hasn’t been examined by a doctor to see if said organ really exists, but he believes it does and the transformation works at will (taking essentially no time), so he is quite pleased.

The Four Winds Universe

This character was written for a *Four Winds* campaign setting, originally created by David Utter. The basic premise is that on January 1, 2000, the world changed as people mysteriously developed comic-book abilities.

David's original site has disappeared, but here are links to sites that grew from David's original inspiration (meaning these were offshoots blessed by David). In no particular order:

The archived turns of the original *Four Winds* game

<http://al-umbra.tripod.com/pbem.html>

The *Four Winds Compass* by Dan Harvey

<http://the2k.iwarp.com/>

Amanda Eye Candy is a "fan site" to one of the original cast by Patric Rogers.

<http://amandaeyecandy.iwarp.com/>

Dan Harvey GMed *Four Winds: New York City*. Christian Irish was a player and site-keeper, and maybe he will put it back up some day. Here is the character that Patric Rogers played in *4W: NYC*:

<http://www.patric.net/pbemdiaries/html/imprium.html>

Patric Rogers was one of those wait-listed on the original game, but this did not stop him from writing for it. This was his intended character for that game.

<http://www.patric.net/pbemdiaries/html/gravity.html>

Four Winds: Anthology, the spin-off this character was intended for, was proposed by Christian Irish but never quite came to fruition.