

HERO NAME Squirrel Girl **ALIAS** Doreen Green

PHYSICAL ATTRIBUTES
 GENDER F AGE 20 HEIGHT 5'6"
 EYES Green HAIR Red SKIN White
 BUILD Stocky. Squirrel tail.
 COSTUME/EQUIPMENT Practical, obvs, but also hella cute. With a red belt 'cause of red squirrels. (She's got no use for those stupid tiny fake pockets they put on women's clothes.)

CHARACTERISTICS
 BACKGROUND Unremarkable POWER SOURCE Genetic
 ARCHETYPE Close Quarters Combat PERSONALITY Natural Leader



PRINCIPLE OF Peace

PRINCIPLE OF the Detective

DURING ROLEPLAYING
 You believe that the ultimate goal of your mission is peace, and that violence is usually not the answer. While not necessarily a pacifist, you can almost always come up with a non-violent solution to problems.

DURING ROLEPLAYING
 You can always tell when an important piece of information is being left out or obscured, though you might not know exactly what it is.

MINOR TWIST
 What causes you to lose your calm?

MINOR TWIST
 What important clue did you miss?

MAJOR TWIST
 What major issue do you create with your team when you refuse to engage in violence?

MAJOR TWIST
 What major secret was just revealed that you would have rather have stayed hidden?

HERO POINTS THIS ISSUE: ○ ○ ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○ ○ ○

+2 ○ ○ ○ ○ ○ ○

+3 ○ ○ ○ ○ ○ ○

+4 ○ ○ ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

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HERO NAME
Squirrel Girl

ALIAS
Doreen Green

PLAYER
Fiona

POWERS	DIE TYPE	QUALITIES	DIE TYPE
Squirrel Scouts	D8	#1 Pal	D8
Agility	D10	Close Combat	D8
Deduction	D6	Insight	D10
Strength	D8	Acrobatics	D10
Presence	D6	Leadership	D8

STATUS DICE

GREEN D6

YELLOW D8

RED D10

HEALTH RANGE

GREEN 32-25

YELLOW 24-12

RED 11-1

CURRENT

ABILITIES

ICON	NAME	TYPE	GAME TEXT
⤴	Think, Squirrel Girl, Think	A	Boost yourself using Insight. That bonus is persistent and exclusive.
☺	Eat Nuts, Kick Butts	A	Attack using Close Combat. Use your Max die.
	Yes She Can, Easily	A	Take any two basic actions using Agility, each using your Min die.
☺	Chuk Chitty Chit Chit Chkk!!	A	Attack using Squirrel Scouts. Ignore all penalties on this Attack, ignore any Defend actions, and it cannot be effected by Reactions
↷	Principle of Peace	A	Overcome a situation with serenity instead of violence and use your Max die. You and each of your allies gain a hero point.
↷	Principle of the Detective	A	Overcome to learn hidden information and use your Max die. You and each of your allies gain a hero point.

ICON	NAME	TYPE	GAME TEXT
☺	Squirrel Agility Abilities what what!!	R	When damaged by an environment target or a surprise Attack, Defend by rolling your single Agility die.
☺	Tippy, Go Nuts	A	Attack multiple targets using Squirrel Scouts using your Min die against each.
☺	Reevaluate Your Life Choices	A	Attack a minion using Strength. Whatever that minion rolls as defense Attacks a target of your choice.

ICON	NAME	TYPE	GAME TEXT
☺	Nobody! Threatens! To Eat My Friends!!	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your single Red zone die.
⤴	Deadpool's Guide to Super Villains	A	Hinder using Insight. Use your Max's Min dice. Boost yourself or an ally with your Mid die.

Boost an ally by rolling your single Insight die.