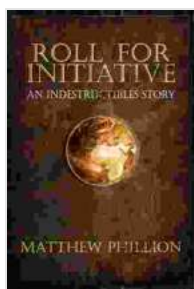


# Roll for Initiative: An Indestructibles Story - The Indestructibles

Roll for Initiative: An Indestructibles Story is a tabletop role-playing game set in the world of The Indestructibles, a superhero comic book series. Players take on the roles of the Indestructibles, a team of superheroes who must band together to save the world from a variety of threats. The game is designed to be accessible to players of all levels of experience, and it features a variety of different character classes and powers to choose from.

Roll for Initiative: An Indestructibles Story is a cooperative game, meaning that players work together to achieve a common goal. The game is played on a grid-based map, and players use dice to determine the outcome of their actions. Players can move their characters, attack enemies, and use their powers to overcome obstacles.

The game is divided into rounds, and each round consists of three phases: the player phase, the enemy phase, and the cleanup phase. During the player phase, players take turns taking actions. During the enemy phase, the enemies take their turns. During the cleanup phase, any status effects are removed from characters and any temporary effects are resolved.



## Roll for Initiative: An Indestructibles Story (the Indestructibles) by Matthew Phillion

★★★★☆ 4.9 out of 5

Language : English  
File size : 1573 KB  
Text-to-Speech : Enabled  
Screen Reader : Supported  
Enhanced typesetting : Enabled  
Word Wise : Enabled

Print length : 106 pages  
Lending : Enabled



There are six different character classes in Roll for Initiative: An Indestructibles Story. Each class has its own unique abilities and powers. The six classes are:

- **Bruiser:** Bruisers are melee fighters who are skilled at dealing damage. They have a high strength stat and access to a variety of melee weapons.
- **Blaster:** Blasters are ranged attackers who are skilled at dealing damage from afar. They have a high dexterity stat and access to a variety of ranged weapons.
- **Controller:** Controllers are support characters who are skilled at controlling the battlefield. They have a high intelligence stat and access to a variety of powers that can debuff enemies and buff allies.
- **Healer:** Healers are support characters who are skilled at healing wounds. They have a high wisdom stat and access to a variety of healing powers.
- **Leader:** Leaders are support characters who are skilled at inspiring their allies. They have a high charisma stat and access to a variety of powers that can buff allies and debuff enemies.
- **Speedster:** Speedsters are skilled at moving quickly and dodging attacks. They have a high dexterity stat and access to a variety of powers that can allow them to move quickly and avoid damage.

Each character class has access to a variety of powers. Powers are special abilities that characters can use to overcome obstacles and defeat enemies. Powers can be used to deal damage, heal wounds, control the battlefield, or buff allies.

Each power has a different cost. The cost of a power is the number of action points that it costs to use. Action points are a resource that characters use to take actions. Characters have a limited number of action points per round, so they must choose carefully which powers to use.

There are a variety of different enemies in Roll for Initiative: An Indestructibles Story. Enemies range from weak minions to powerful bosses. Each enemy has its own unique abilities and powers.

Enemies are typically encountered in combat encounters. Combat encounters are played out on a grid-based map. Players use dice to determine the outcome of their attacks and the attacks of the enemies.

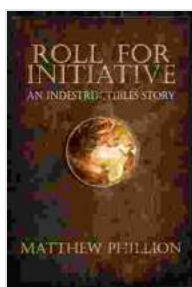
Roll for Initiative: An Indestructibles Story is a challenging game. Players must carefully manage their resources and work together to overcome the challenges that they face. The game features a variety of different challenges, including:

- **Traps:** Traps are hazards that can damage characters or impede their progress. Traps can be triggered by a variety of actions, such as stepping on a pressure plate or opening a door.
- **Puzzles:** Puzzles are challenges that require players to think critically and solve problems. Puzzles can be used to open doors, disable traps, or gain access to new areas.

- **Enemies:** Enemies are the primary challenge in Roll for Initiative: An Indestructibles Story. Enemies range from weak minions to powerful bosses. Each enemy has its own unique abilities and powers, and players must carefully choose their tactics to defeat them.

Roll for Initiative: An Indestructibles Story is a fun and challenging tabletop role-playing game. The game is perfect for fans of superhero comics and tabletop RPGs. The game is easy to learn, but it offers a lot of depth and replayability.

If you're looking for a new tabletop RPG to play, I highly recommend Roll for Initiative: An Indestructibles Story.



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