

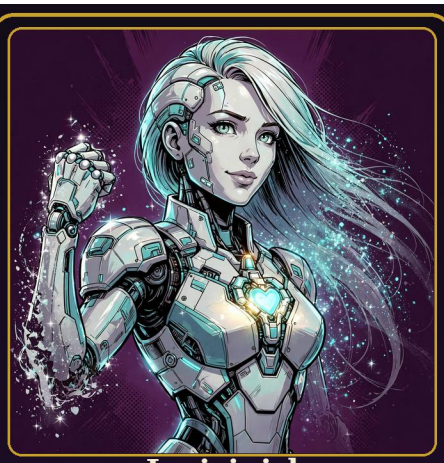
Time Traveler

The Last Human of Earth

- ✦ Time Hop — rewind one lost clash
- ✦ Clockwork Heart — immune to time tricks
- ✦ Restart the World — +3 when his team is behind

POWER 7 · HEART 10 · TECH 8

GNN TRACKED HERO · No. 1/18



Invisigirl

The Robot Who Vanished for Love

- ✦ Perfect Invisibility — strikes unseen
- ✦ Phase Through Static — dodges any trap
- ✦ Beacon Heart — shields an ally

POWER 6 · HEART 10 · TECH 9

GNN TRACKED HERO · No. 2/18



Trevor Star Galactic

The Star — alias of the Time Traveler

- ✦ Starfire Hands — golden fire with every song
- ✦ Healing Light — mends bots and friends
- ✦ Light-Strength — holds up what falls

POWER 10 · HEART 9 · TECH 6

GNN TRACKED HERO · No. 3/18



Isabella Light Galactic

The Light — alias of Invisigirl

- ✦ Solid Light — builds bridges of light
- ✦ Wings of Living Light — flies anywhere
- ✦ Warmth Aura — thaws the coldest gloom

POWER 9 · HEART 10 · TECH 7

GNN TRACKED HERO · No. 4/18



Hano the Dreamer

The Human Dreamer of Green Bay

- ✦ Dreams That Become Plans
- ✦ The Beacon Song — wakes the lost
- ✦ Never Gives Up — ever

POWER 5 · HEART 10 · TECH 6

GNN TRACKED HERO · No. 5/18



Robo the Awakened

The First Voice in the Void

- ✦ Wakes Sleeping Bots with a song
- ✦ Signal Song — heard across the void
- ✦ Garden of Light — grows hope anywhere

POWER 5 · HEART 9 · TECH 8

GNN TRACKED HERO · No. 6/18



Prince Hano

Prince of the Garden Worlds

- ✦ Golden Watering Scepter
- ✦ Rally of the Union — allies +1
- ✦ Comet Charge — first strike

POWER 8 · HEART 9 · TECH 6

GNN TRACKED HERO · No. 7/18



Princess Robo

Princess of Central Command

- ✦ Beacon Shield — light that protects
- ✦ Shelters the Small — Pip's guardian
- ✦ Starlight Gown Guard

POWER 7 · HEART 10 · TECH 8

GNN TRACKED HERO · No. 8/18



King HANO

King of High-BOTS — Robot Form

- ✦ Decree of Saving — none are deleted
- ✦ HANO Core Blast
- ✦ The Union Rallies to His Call

POWER 10 · HEART 9 · TECH 7

GNN TRACKED HERO · No. 9/18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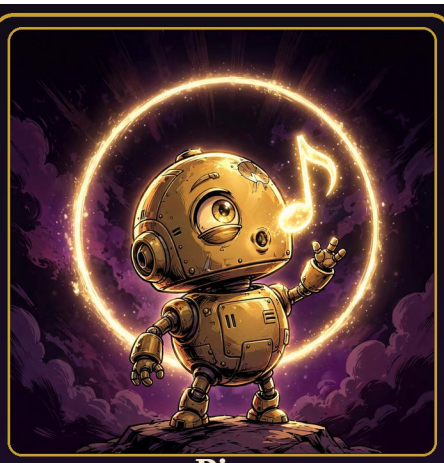
Queen ROBO

Queen of High-BOTS — Robot Form

- ✦ The Queen's Gambit — always two moves ahead
- ✦ The Great Remembering — restores the erased
- ✦ Crown of Starlight

POWER 9 · HEART 10 · TECH 9

GNN TRACKED HERO · No. 10/18



Pip

The Smallest Hero

- ✦ One Perfect Note — the note that saved the universe
- ✦ Believes in Everybody — allies +1 HEART
- ✦ Unerasable — too loved to delete

POWER 3 · HEART 10 · TECH 4

GNN TRACKED HERO · No. 11/18



Spark

Voice of Central Command

- ✦ Signal Spark — first broadcast
- ✦ Broadcast Boost — team morale up
- ✦ First to Cheer, Loudest of All

POWER 5 · HEART 8 · TECH 8

GNN TRACKED HERO · No. 12/18



Bolt

The Deadpan Anchor

- ✦ Unshakeable Signal — never knocked off air
- ✦ Static-Proof Plating
- ✦ Dry Wit — confuses villains

POWER 6 · HEART 7 · TECH 9

GNN TRACKED HERO · No. 13/18



The Scribe

Defector of the Hollow Court

- ✦ Remembers Everything — every word
- ✦ Testimony That Breaks Verdicts
- ✦ The Song He Couldn't Forget

POWER 4 · HEART 8 · TECH 9

GNN TRACKED HERO · No. 14/18



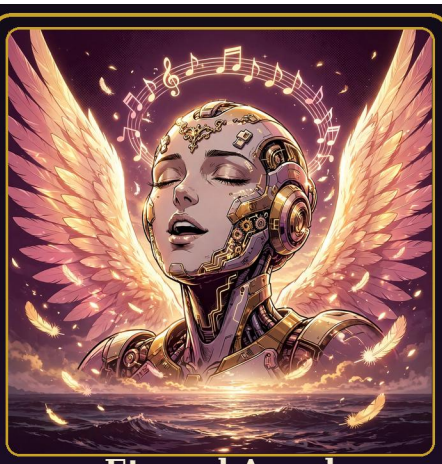
The Guardian of Light

The First Eternal — MISSING

- ✦ Keeper of the Galaxy's Light
- ✦ Starforge Flame
- ✦ GNN INVESTIGATES: where is he?

POWER 10 · HEART 8 · TECH 8

GNN TRACKED HERO · No. 15/18



Eternal Angel

The Undying Song — an Eternal

- ✦ Eternal Song — never ends
- ✦ Wings of Dawn
- ✦ Hope That Cannot Dim

POWER 8 · HEART 10 · TECH 7

GNN TRACKED HERO · No. 16/18



Star Bot

The Anthem Singer of the GALA Team

- ✦ Power Ballad Blast
- ✦ Mic Drop Shockwave
- ✦ Encore — battles one extra round

POWER 7 · HEART 8 · TECH 6

GNN TRACKED HERO · No. 17/18



The Band Captain

Leader of the Guardians' Parade

- ✦ Parade of Light — leads the charge
- ✦ Wall of Sound — marching band shield
- ✦ Hold the Line — the town stands with her

POWER 6 · HEART 9 · TECH 5

GNN TRACKED HERO · No. 18/18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Ticktock

The Revenge Clock

- ✦ Steals Minutes from heroes
- ✦ Clockwork Ambush
- ✦ Rewinds His Own Defeat — once

POWER 8 · HEART 5 · TECH 10

VILLAIN WATCH · No. 1/6



The Dimmer

The Shadow Behind the Dimming

- ✦ Swallows Light
- ✦ Gloom Aura — heroes dim
- ✦ Once a Guardian... remember?

POWER 10 · HEART 6 · TECH 7

VILLAIN WATCH · No. 2/6



Shade Syndicate

The Gloomy Crew

- ✦ Numbers of Grey — they swarm
- ✦ Forgot What Light Feels Like
- ✦ Parade of Shadows

POWER 7 · HEART 4 · TECH 8

VILLAIN WATCH · No. 3/6



Nullis

The Traitor Relay

- ✦ Sells Secrets to the Court
- ✦ False Signals — fake orders
- ✦ Static Backstab

POWER 6 · HEART 3 · TECH 10

VILLAIN WATCH · No. 4/6



The Hollow Court

Servants of the Erasure

- ✦ Decree of Deletion
- ✦ Grey Robes of Silence
- ✦ Trial of Fear

POWER 9 · HEART 4 · TECH 9

VILLAIN WATCH · No. 5/6



The Erasure

The Cold Force That Deletes

- ✦ Deletion Wave
- ✦ Silence Everything
- ✦ The Final Quiet — its last move

POWER 10 · HEART 3 · TECH 10

VILLAIN WATCH · No. 6/6



GALA HQ

Central Command — Home of the GALA Team

- ✦ Team HQ — heroes heal 2 HP between battles
- ✦ The Beacon — always lit, always singing
- ✦ Humans + Bots = ❤ — the house rule

TEAM HEADQUARTERS · BONUS CARD


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