

CORVUS BELL

ARISTEIA!

SUPERDUPONT



FANMADE



THIS HERO OF THE
HEXAGON BECAME HERO
OF THE HEXADOME



FORUM
BUREAU-AEGIS

FLUIDE
GLACIAL



LIVE

- HERE ENTERS FRANCE, COQ AU VIN AND THE GHOST OF GEORGES POMPIDOU ON THE HEXADOME -

This Character Creation Project, proposes to introduce into the HexaDome, a Hero, even better than a Hero, a Super-Hero. And not just any Faction, there are already plenty of Characters for the Great Factions of the Human Sphere. For a change, time for other Factions, time for France! Who has a modern hero, with a touch of chauvinistic parody, a costume, and enough powers to fight the aliens who are dragging themselves into the Arena of Aristeia!

I present : **SUPERDUPONT** !ENGLISH
VERSION♪ ... *AUX ARMES CITOYENS ! FORMEZ VOS BATAILLONS ! MARQUONS, MARQUONS, ...* ♪♪ ... *TO ARMS, CITIZENS ! FORM YOUR BATTALIONS ! LET'S SCORE, LET'S SCORE, ...* ♪

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SUPERDUPONT - A FREE FANMADE FOR ARISTEIA! - FASTRANSLATED IN ROSBEEF LANGUAGE.

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SUPERDUPONT, HERO OF ARISTEIA!

« Superdupont... A hero. Not the one we deserved, but the one we needed. Nothing less than a knight, shining.

They'll hunt him or you'll hunt him. You'll condemn him to the Infirmary, you'll send your Minions on him, whatever!

...Because it's what needs to happen. Because sometimes the game it's not enough... Sometimes players deserve more. Sometimes players deserve to have their faith rewarded.

Because... he's the hero Aristeia! deserves, but not the one it needs right now for her players. So, the Aristos will hunt him, because he can take it and to score. Because he's not just a Hero. He's a silent Champion. A watchful Protector. A... **Blue White Red Knight.** »

He came to save the Human Sphere... But the French HexaDome will be enough for today. He is patriotic, chauvinistic and endowed with superpowers to defend his country against a secret organization called "Anti-France", probably an impure alliance between ALEPH and the Nomads.



SuperDupont is a parody of superheroes, more precisely "super-anti-heroes", mainly Superman. Son of the *Unknown Soldier*, he is ultra-patriotic, even chauvinistic and endowed with super-powers that allow him to fulfill his delicate mission:

Defends his country against the Anti-France, a kind of sectarian and terrorist movement, probably Alephian or Nomadian, or even an alliance of both, whose sole aim is to destroy the "country of Human Rights", wherever it is, even on the HexaDomes.



Anti-France



Like Superman, SuperDupont is able to fly in the sky but seems less powerful than Superman. SuperDupont is a master in 'Savate', a martial sport also known as French Boxing, conferring him a certain superiority over his opponents.



This character mocks the paranoia and xenophobia of some French people who consider extraterrestrials and the unknown to be a threat to France. Also, SuperDupont's physique is very caricatural: he wears a Beret, Charentaises, a tricolored flannel Belt held by a simple safety pin ("l'Épingle de Sûreté Nationale", known as a "National Safety Pin"), a blue Cape and a "Marcel" type undershirt on which are printed the famous initials S and D, inside a tricolor cockade.

He follows sport and economic patriotism by constantly advocating the consumption of French wine and cheese such as Camembert. Moreover, he savate beating his opponents without following the Savate rules, instead of being a free fighter like everyone else, and refusing to be drawn with Chinese ink, but he must nevertheless submit to the policy of the European Union, the ALEPH and the O-12, which provokes an avalanche of contradictory nonsense gags. In the same spirit, he smokes three packs of Gauloises per day to support the Tobacco Authority, but he smokes them without ignite them up so as not to contravene the Ministry of Health's Anti-Tobacco campaign. He also advocates the return to the Franc instead of the Euro, as part of the symbols of France.

And today, his famous Charentaises shoes enter the Arena to show off his Colors and the French Sport !



*

6 CARDS FOR THE CHARACTER OF SUPERDUPONT AT THE BACK OF THIS SHEET

CONSIGNS :

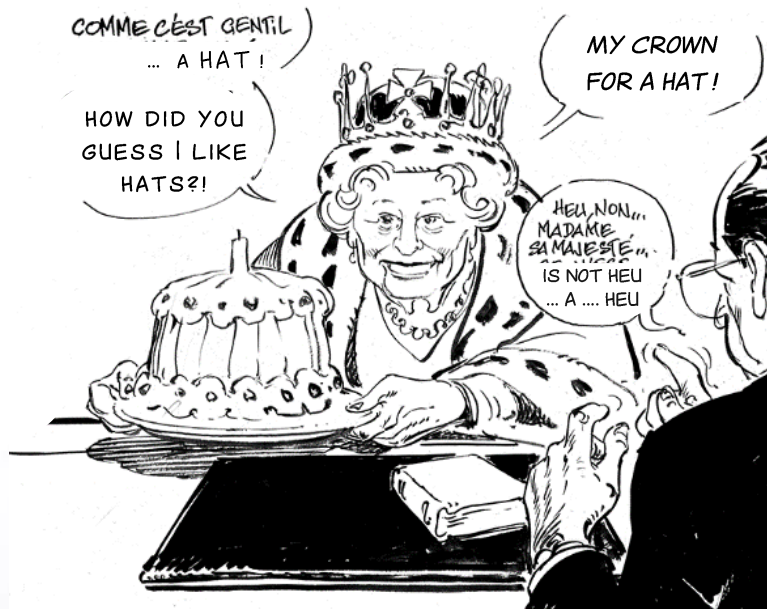
- 1 – Print in A4 size.
- 2 - Cut out the page and the cards.
- 3 – For in-game use, use plastic sleeves for your entire deck (so that your opponent does not perceive where these cards are in your deck). Also, take the cards from an unused character, to place the SuperDupont cards on the back of them.

And of course, preferably with supplies Made in France! 🇫🇷

Normally the pictures are at the size of the cards, if needed there is also a ZIP File containing these HD pictures, which you can resize.

ONE LAST JOKE IN COMIC STRIP, BEFORE CUTTING OUT THE SHEET

MASSIVE ROYAL CAKE



AND THAT'S WHY THE WORLD CAN REGULARLY SEE THE QUEEN OF ENGLAND GOING OUT WITH A WEDDING CAKE ON HER HEAD ...

SUPERDUPONT

4 4 5

! Impose the Taunted State to the Target.

3 Souffle de Forge 1-2

★ Impose the Burning State to the Target.

2 Baguette In Your Face ! 1-1

! Inflict 1 To the Target.
→ Displace the Target.
→ Impose the Stunned State to the Target.

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STEEL PARRY

After **SuperDupont** receives Damage, but before sending him to the Infirmary.
The Attack finally fails against the hardness of Superdupont's Steel Skin and the Enemy crashes himself on him.

Heal all Damages from **SuperDupont** that he received from the Attack.

If he was the Target of an Attack within Range 1-1, then inflict 1 to the Attacker, by healed.

882 SUPERDUPONT FORUM DU BUREAU-AEGIS.ORG

SACROSANCT CAMEMBERT

During the Actions step of one of your Characters' Activations.

You can take your Camembert out of your pocket and put/throw it in the face of your Enemy, who will not be able to tolerate the smell of the real good Camembert!

Perform the Attack:

CAMEMBERT IN YOUR FACE ! 1-3

→ Impose the Poisoned State to the Target.

!! Impose the Stunned State to the Target.

! Impose the Dazzled State to the Target.

883 SUPERDUPONT FORUM DU BUREAU-AEGIS.ORG

MARIANNE'S BLESSING

At the beginning of **Superdupont** Activation.

To invoke the Holy National Icon, you must exclaim :
"Ô Marianne !" and one of the following choices :

- **Liberté** : Remove all States from SuperDupont.
- **Égalité** : For the duration of this Activation, gain +1 Point in Speed.
- **Fraternité** : Transfers to Superdupont, 1 Damage from an Allied Target within Range 1-5 to Heal it.

884 SUPERDUPONT FORUM DU BUREAU-AEGIS.ORG

THE FLIGHT OF THE ROOSTER

During the Actions Step of **SuperDupont** Activation, for 1 Move Action and before it is triggered.

Superheroic Power: Flight

Until the end of this Move Action, you can Fly.

Flight is a Special Move Action that allows you to fly over **Non-Free Spaces** without a Disengagement Roll, **except** initially if you must move out of an adjacent Enemy space.

You can't Attack in Flight, nor make a 2nd Flight Action.

You must end your Move on a Free Space.

885 SUPERDUPONT FORUM DU BUREAU-AEGIS.ORG

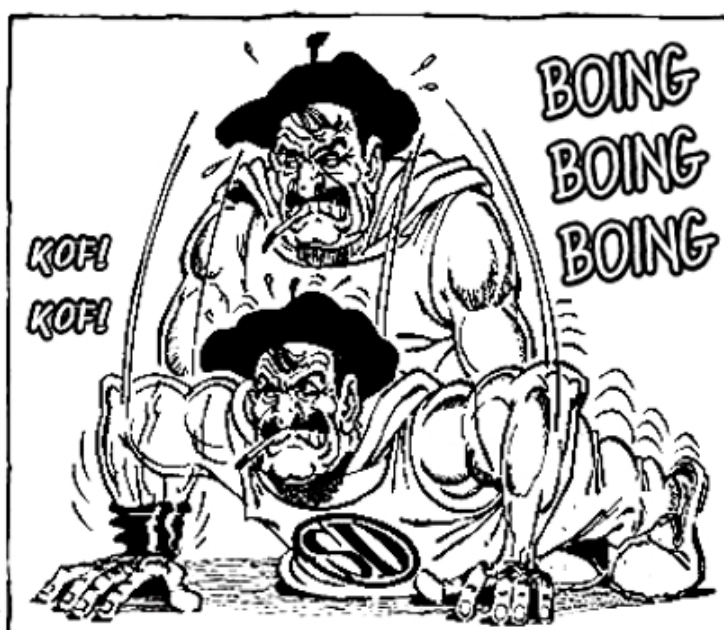


- INCREDIBLE NEWS DEAR PUBLIC!

- MIYAMOTO MUSHASHI HAS JUST ENTERED ON THE GROUND FOR TRAINING AND WOULD HAVE ACCEPTED TO RECEIVE A DEMONSTRATION OF THE FRENCH SPORTING EXPERTISE BY THE CHAMPION OF HIS NATION: **SUPERRRDUPONT** !



- AH! JUST NOW ATHLETES BEGIN TO WARM UP, THE MATCH WILL SOON START, THAT IT'S WONDERFUL TO LOOKING MY FRIENDS.



- IT'S VERY TRUE, AND I LOVE THOSE PRE-GAMES ... I ALWAYS FEEL THE NAPHTHALENE RISE IN ME.

- INDEED, BUT THE WARMED ONES ARE LIKE FISHS. AFTER A WHILE THEY SMELL, SO LET'S HOPE IT DOESN'T LAST.

- ABSOLUTELY BUT WE ARE NOT HERE TO JUDGE, I AM NOTIFIED IN MY COMLOG, THAT ATHLETES WILL LIMIT THEMSELVES TO THEIR HAND-TO-HAND COMBAT SKILLS.

- SOME NICE GAME TO BE EXPECTED THEREFORE.



..... **WTF?!** 



- IN ANY CASE THE LUNCH BREAK
SEEMS TO BE READY ...



SCENARIO



- WELL! THE 1ST ROUND STARTS !

COCORICOOO!



- YES AND THERE
THEY GO TO THE
CENTER OF THE
HEXADOME
WHAT A SHOW!

ASSAULT!



* JAPANESE FRENGLISH: * WHEN NO IS NO *



- AND NOW
MUSHASHI HARASSES
HIS OPPONENT WITH
HIS DANCE ON HIS
WELL-KNOWN KAZE
TACHINU DANCE.

- DAMN IS
SUCH A KAZ!



MUSHASHI USE HIS
TACTIC MIZU DO
TO REATTACK



WELL, THIS
HISTORICAL
FORGERY IS
STARTING TO
BREAK THEM,
HE'S GOING TO
TASTE THE
FRENCH
SYSTÈME D



- OOH SUPERDUPONT COUNTERATTACK !

- THE BEST DEFENSE IS THE
ATTACK AS NAPOLEON WOULD
HAVE SAID ... WAIT ...



- I'M AFRAID THAT THE FLYING FRENCHMAN
IS REPLAYING A WATERLOO, MES AMIS ...





COCODUPONT



- SUPERDUPONT
HAS LOST A BATTLE BUT
SUPERDUPONT HASN'T
LOST THE WAR YET!

- ABSOLUTELY, AND
AS ON THE MARNE,
THE FRENCHMAN CAN STILL WORK A MIRACLE.

- MIYAMOTO HAS GIVEN EVERYTHING IN HER
TURN, LET'S SEE HOW HE'S GOING TO "TAKE"
THE TURN OF SUPERRRDUPONT !

THE FRENCHY MOVES FORWARD
AND OUT OF HIS BUT BUT IT'S A ...



**BAGUETTE
IN YOUR FACE !**



FRENCH TOAST FOR EVERYONE !



3 Contender **1-8**

FINALLY THE FIGHT ESCALATES ...
WEAPONS ARE OUT ... BLOOD !





- INCREDIBLE MUSHASHI IS RECEIVING A RAIN OF BULLETS!

- YES, HER LUCK RUNS OUT ... BUT WHAT DOES HE DO?

MUSHASHI USES A TACTIC!



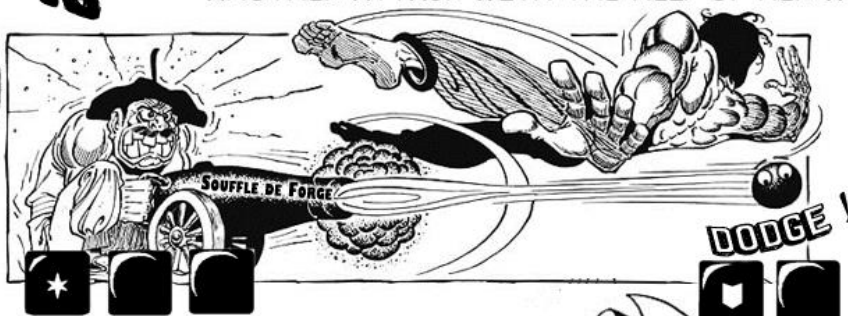
(1) EXCITING ISN'T IT ?

- MUSHASHI INJURES THE SUPERHERO AGAIN AND IT MUST BE PAINFUL!



- AAND MAKE WAY FOR THE 2ND ROUND !!

SUPERDUPONT TAKES THE INITIATIVE AND FORCES
ANOTHER ATTACK WITH THE HELP OF HER ...



- IT MUST BE SAID THAT AFTER YEARS OF ALCOHOLIC EVENINGS
WITH 8-BALLS, MUSHASHI HAS BECOME AN EXPERT IN
THE ART OF AVOIDING BAD BREATH !



(1) MORE THAN A SYNONYM OF REFRIGERATOR IN FRENCH
LANGUAGE, IT IS A BRAND FOUNDED IN THE USA. A SACRILEGE
TO THE MADE IN FRANCE IN THE FRENCH DICTIONNAIRE LAROUSSE!



READ MORE IN THE
NEXT ISSUE!



- UH ... ARE THE LOOTBOX RULES
UP AND RUNNING?

- NO, WE ARE STILL ON THOSE OF
THE 1ST EDITION, WITHOUT.

- THE ALIENS HAVE A LONG ARM !

- YEAH IT IS SAID THAT
THEY ARE LEADING THE SPHERE!



IN FRENCH, ALIEN MEANS ONLY >EXTRA<>TERRESTRIAL<.

ARISTEA! GLACIAL

- BEFORE, A LITTLE BREAK
IS NECESSARY ...



MEANWHILE ...

STOP BRAGGING, YOU'RE JUST A ROUND BELL.
YOU DAMN BIRD THAT CAN'T EVEN FLY!



PERHAPS BUT I
ALSO REPRESENT
FRANCE MOI
MÔSSIEUR!

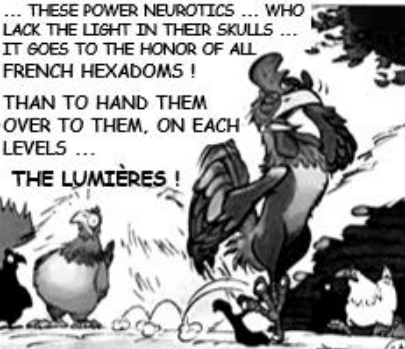
GALLUS DOMESTICUS, LEARNS
THAT I AM AN EMPIRES AND STRENGTH
EMBLEM, MOI MÔSSIEUUUR !!



YOU KNOW WHAT
THE GALLUSTHINGUS
SAYS TO YOU? ...



GO AND COOK
YOURSELF AN EGG
THE IMPERIAL !!!



... THESE POWER NEUROTICS ... WHO
LACK THE LIGHT IN THEIR SKULLS ...
IT GOES TO THE HONOR OF ALL
FRENCH HEXADOMS !
THAN TO HAND THEM
OVER TO THEM, ON EACH
LEVELS ...
THE LUMIÈRES !



GLOOP ...
HEY HARLEY, I
THINK IT'S
COMING
BARRRCK!

- BUT WHY DID MUSHASHI INSTALL
THIS FRIDGE? ... BUT WHAT DOES IT
TAKE OUT? ...



- BEING REDUCED TO HARMING HELPLESS CAMEMBERTS,
SAD DAY FOR SPORT ...

* FROZEN

ARISTEA! GLACIAL



- (1) LUCKILY, WE LEARNED AT THE LAST MINUTE THAT SUPERDUPONT WAS ONLY THE VICTIM OF A TEMPORARY MALAISE.

MIYAMOTO - SUPERDUPONT

1

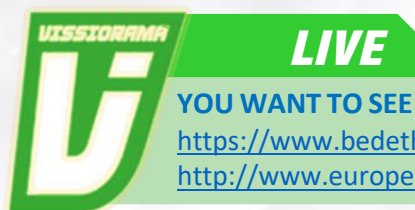
0

ICED OR NOT, A 40,000 BOTTLE SHOULDN'T BE WASTED, BRAT!



BIBLIOGRAPHY, COMIC BOOK COLLECTION

This Collection managed by several artists and scriptwriters, in the Franco-Belgian comic style, spans a period ranging from the years of President Pompidou to nowadays. The character principle is the same as the previous description, which has been adapted for Aristeia!



YOU WANT TO SEE MORE? WELL IT'S POSSIBLE (AT YOUR OWN RISK)!

https://www.bedetheque.com/serie-1874-BD-SuperDupont_10000.html

<http://www.europecomics.com/album/1-the-revival/>

EDITOR : AUDIE [FLUIDE GLACIAL]



EDITOR : AUDIE [FLUIDE GLACIAL]

ANTHOLOGIES OF MULTI-PUBLISHER & INTERNATIONAL AUTHORS COLLABORATIONS



EDITOR : EUROPE COMICS

TACTICA FOR SUPERDUPONT

SuperDupont is essentially a Character directed towards solo fighting, because that's what he usually does as french Champion in Hexagon and soon in HexaDome. But he has a few team tricks, which he can give! So, now the *In Depth : Superdupont*.

1. WHO IS HE?



Due to his super-heroic nature he has an above-average resistance with 4 ♥ HP, by generosity for his enemies, he decided not to apply his real value for the needs of the Show. But there's still enough to take a few hits!

Her ♦ Initiative it is not high, because this value respects the stereotype ([or not](#) ^^) of French civil servants, so you will have to choose when to activate it.

Her ♥ Defense is a real Maginot Line with 1 ♣ Block guaranteed, because he has a skin like the steel of these turrets, as much as to say that for the enemy to succeed in touching him, he will have to pass through the Ardennes, because he has very good probabilities to release 3 ♣ Blocks, see 1 ♣ Critical to counter the Attack.

And by his mastery of French Boxing he could even succeed to make 1 ★ Success by defending himself, thanks to his 🟡 Yellow dice (also available in *Brawn*), his probability is only 33%, but it exists! The Gallic Specialty Slap, since Obelix !

Her SWITCH ! allows him to *Taunt* easily. Although this is not his main tactic, almost all of his Rolls allow it, which can be a good tool to cause more Damage, and of course, force the enemy to Target him to protect his allies (a real Maginot Line we say you! 🤔 Heuuuh ...).

But that's not all! Because SuperDupont, has 2 Main Actions, to face in Equality, these terrifying aliens of the HexaDome!

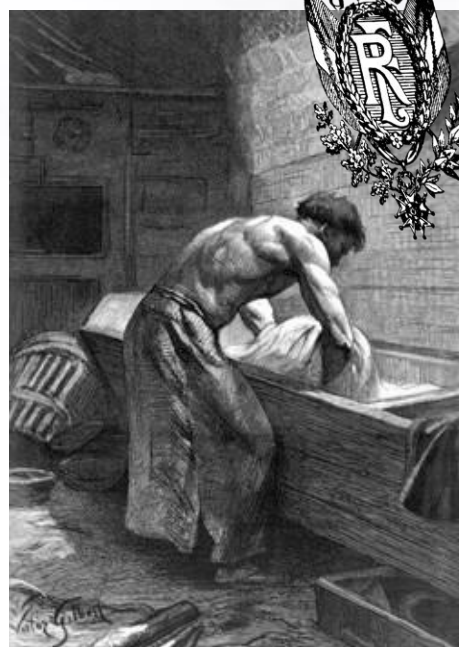
« **SOUFFLE DE FORGE** » Like its American counterpart, SuperDupont can also project fire on his Enemies, an Attack that copies the power of Father Mendoza's, but within a ♦ Range 1-2, a short range but terrifying when well used, because in addition to the possible Damages, the Switch of this Attack Action also allows to impose the 🔥 Burning State to the Target! However, this is a one-time Attack, so it is best to use it on Targets with medium resistance or by opportunity, to reduce resistance monsters before an unavoidable encounter like Maximus.



The Baguette, traditionally made of flour, water, salt and yeast, measuring 65cm (25 inch) long, it has partially replaced the traditional Revolutionary loaf.

The Baguette is made by the valiant national bakers, in the sweat of their brows every morning, since the immemorial times of the 19th century, which the Legend says would have helped to export the Revolution in Europe, a Revolution that would forever destabilize the absolute Monarchies.

The Baguette with its exquisite crumb, has a defect, that of drying too quickly, nevertheless it can turn it into a weapon.



« **BAGUETTE IN YOUR FACE !** », Thus, with the help of the French Terroir, you can use SuperDupont with a "CC Weapon" and with multiple interesting possible effects, for only 2 Energy Points, enough to destabilize in turn, your competitor who is not going to finish eating Baguette!

Similar to a club, SuperDupont, depending on his Rolls, can have several choices, from the possibility to *Displace* the Target too close to an ally (like 8-Balls would do), to 🌀 *Stun* the Enemy, or even to inflict 1 🔴 Damage if you pay the Switch (almost 50% probability of being able to activate it), *remember you to hit the Target with the tip for damaged your enemy.* ^^

But beware, because while the Baguette of 3-days and tapered can make an Attack, it is mainly designed in the context of an Action without Attack, the possibility of inflicting 1 🔴 Damage is the cherry on the cake.

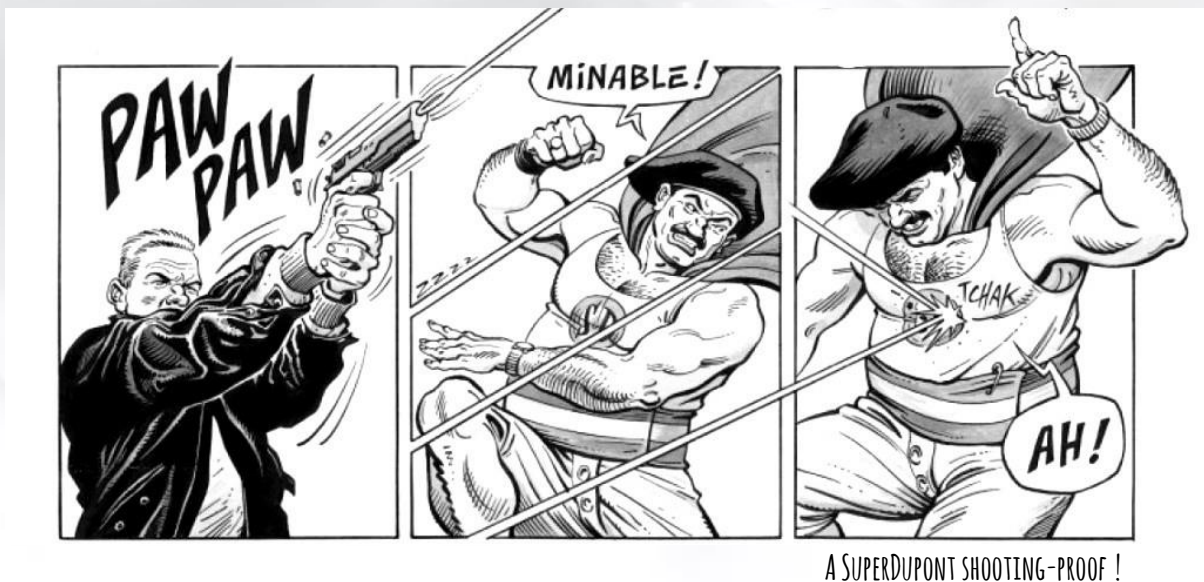
① BEING A NONSENSICAL CHARACTER, IT IS RECOMMENDED TO MAKE HIM DO CONTRADICTORY OR SHORT-RANGE ACTIONS, WITH DRAMATIZATION OF THE SITUATION, IN ORDER TO REPRODUCE THE HUMOROUS EFFECT. 🤪

2. TEAM MEMBER PROHIBITED

① For balancing reasons, **you should not use Maximus with SuperDupont in your team.**

3. TACTICS

SuperDupont's Tactics are rather selfish and focus on his superpowers, due to his background of lonely Superhero, protector of the widow and the orphan (at least if the latter has his national identity card), nevertheless he has 2 tricks in the bag, one of which is particularly flowing that his teammates will be able to put with delight in the face of their opponents.



STEEL PARRY

After SuperDupont receives Damage, but before sending him to the Infirmary.

The Attack finally fails against the hardness of Superdupont's Steel Skin and the Enemy crashes himself on him.

Heal all ♥ Damages from SuperDupont that he received from the Attack.

If he was the Target of an Attack within Range ● 1-1, then inflict 1 ♥ to the Attacker, by ♥ healed.

SUPERDUPONT

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« **STEEL PARRY** », Son of the Unknown Soldier, holder of superpowers forged with the help of the Sacred Mud of the Verdun trenches, SuperDupont has not only a formidable Body of Airain, but also a Palm of Steel against which his opponents can shatter themselves if they are not careful! But for the show business, his super-resistance is not permanent.

Veritable Joker, this card can parry the ultimate critical attack of your enemy, to prevent SuperDupont from being sent to the Infirmary, and even healing him with a number of HPs equal to the number of ♥ Damage received (this rule simulating his super-resistance).

A card could be particularly useful against Maximus, compensating their resistance gap, because if the Attack received is within ● Range 1-1, then not only does this heal SD, but also a number equal to the healed HPs is reflected back to Maximus as ♥ Damage. By the same way, it will force your adversary to stay away to try to eliminate it safely.

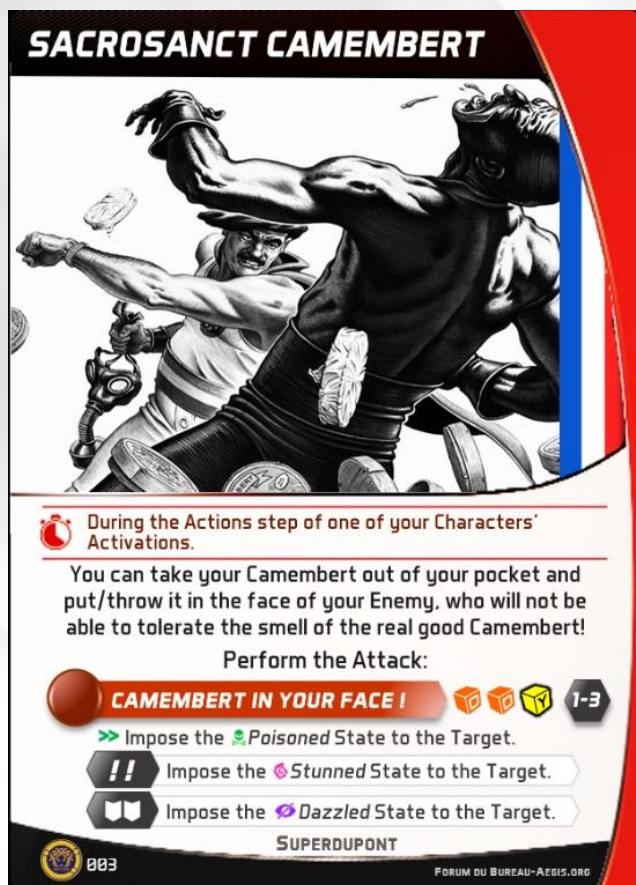
[▲ See comics illustrating this Power 😊]



OUCH THAT MUST STING... A GREAT CRITICAL ATTACK DIRECTLY IN THE EYES OF THE TRICOLOR HERO, UNFORTUNATELY FOR HIM, HIS STEEL PARRY SENDS HIM DIRECTLY TO THE INFIRMARY!

Wow! Here's a comedy which is both punchy and sharp, entering on the HexaDome my sweeties!





« **SACROSANCT CAMEMBERT** », Just like the Anglo-Saxons who cannot tolerate the smell of gooey cheese made with raw milk, or properly matured! Likewise, the Sphere can't tolerate it either, especially since one of their favorite recipes at the moment is Cheddar with Coke... Thus the smell of the Holy Cheese of Le Poilu from 14-18 was so unbearable to them, that it can be classified as a chemical weapon. , so *Chemical Brothers* won't be alone anymore!

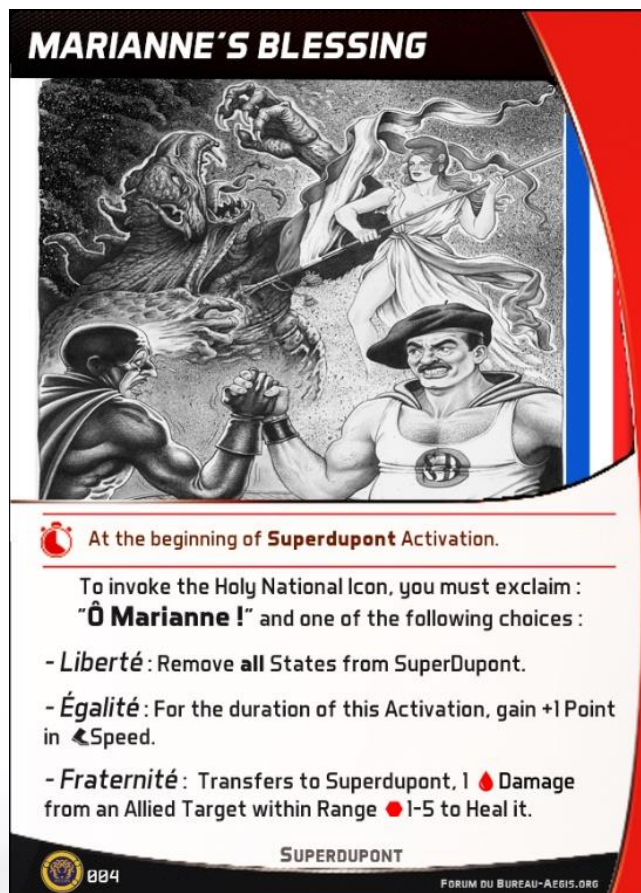
It's a Team Card, which the whole team will be able to use! What is the People asking for?!



Probability of 88% to have 1 ★ Success, but also 48% to activate the Stunned State Switch and 40% to activate the Dazzled State Switch, if lucky, a 16% probability of activating both (probably a refractory with to the good taste of the best of the Terroir!).

« **MARIANNE'S BLESSING** », This card invokes Marianne, the Holy National Icon, allows you to choose one of her 3 nurturing Powers, for the benefit of SD or his teammates. The Blessings are based on the Universal Motto of the Country of Human Rights:

- **LIBERTÉ**, allows to give back to SD her Freedom of action without state malus.
- **ÉGALITÉ**, allows to Equalize his Speed value with his Energy value, which coupled with **FLIGHT ACTION** can be very useful.
- **FRATERNITÉ**, allows the Healing by Blood Tax, up to 1 HP for 1 ally within Range 1-5, without LoS, gaining the Damage for him.



THE FLIGHT OF THE ROOSTER



During the Actions Step of **SuperDupont** Activation, for 1 Move Action and before it is triggered.



Superheroic Power: Flight

Until the end of this Move Action, you can *Fly*.

Flight is a Special Move Action that allows you to fly over **Non-Free Spaces** without a Disengagement Roll, **except** initially if you must move out of an adjacent Enemy space.

You can't Attack in Flight, nor make a 2nd Flight Action.

You must end your Move on a Free Space.



SUPERDUPONT

FORUM DU BUREAU-AGIS.ORG

« **THE FLIGHT OF THE ROOSTER** », SuperDupont like Superman, can Fly, however by respect to his ennemies, he restricts his Flight Action, to only 1 Movement, triggered by a Tactical card.

This Automatic Skill, allows him to move through **any Free/Non-Free Space**, without restriction, outside of the takeoff where he will have to make a *Disengagement Roll* if in contact.

This is a very interesting Special Movement Skill that will allow you to introduce a Game Changer at a key moment in a game, as shown in the example of use.



Example Flight :



Objective: [Scenario: **A S S A U L T**] The Scoring Zone is Zone 6, already scored by hEXx3r and zone which cannot be reached by SuperDupont to prevent it from Scoring 3 Victory Points.

SD then declares his « **The Flight of the Rooster** » Tactic to perform a Flight Movement and fly over the 3 Non-Free Spaces in front of him and landing in the Scoring Zone, to guarantee 1 VP.

Beginning his Flying from a space adjacent to an Enemy (Maximus), before he can move he must disengage, and succeed a Disengagement Roll, if **OK, he makes his Movement of 4 Spaces, otherwise he remains in place and has failed, losing his Fly Skill** (can only be used once successful or not).

* SD cannot stop over a Non-Free Space, to perform an Attack and then restart, because he can only *Fly* during 1 Movement and his rule states that he must end up on a Free Space.

* Once he lands, he can't fly any more of the current Round.

* Once announced his use, we must imagine that he flies in the air from his space to his arrival space, once beyond his original space, we must imagine that SD is several tens of meters above the ground, out of reach of his enemies, and can therefore fly over obstacles.

IN ORDER TO MAKE FRENCH BOXING AND
BAGUETTES RADIATE
ON THE HEXADOMES
OF THE SPHERE...



OUI NON OUI

**FLUIDE
GLACIAL**

A!


&
l'Europe
s'engage
en France
Fonds Social Européen