

MIGHTY PROTECTORS®

PLAYER: NPC Hero

NAME: LASERFIRE TRUE I.D.: Larry Fredricks
 SIDE: Good BIRTHPLACE: Indianapolis, USA
 SPECIES: Human CULTURE: Modern
 AGE: 17 GENDER: Straight Cis Male
 WEIGHT: 150 lbs MASS: d4
 BACKGROUND: High School Student +3
 STORY: High school loser Larry Fredricks was caught in the blazing light of a fleeing alien spacecraft. He burst into flames, and fled into a nearby stream. Exploring his new heat/light powers, he became... Laserfire!
 MOTIVATION: Glory Hound WEALTH: d4
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: Member of the Crusaders superhero team.



CPS:

ABILITIES

	INVENTING: <u>7</u> <u>Unspent</u>	IPs:
<u>5</u>	<u>EXPERIENCE LEVELS: +1 defense, +1 skill</u>	
	<u>FLAME ABILITIES:</u>	
<u>10</u>	<u>A) Flame Blasr: (ST+EN)=22"rng, PR=2, 2d6 Energy dmg (10)</u>	
<u>10</u>	<u>B) Flame Aura: 1 Action to activate, PR=1 per use, d6+1 energy damage (10)</u>	
<u>10</u>	<u>C) Fiery Flight: 8/128/44 mph, PR=1 per hour (15), only while Flame Aura is active (-5)</u>	
	<u>LIGHT CONTROL:</u>	
<u>10</u>	<u>A) Laser: (AGx2)=24"rng, PR=1, 2d8 energy dmg, EN-7 save vs. Dazzle (10)</u>	
<u>15</u>	<u>B) Flash: 5" diameter, PR=2, EN+1 save or lose 2 visible light sense levels (15)</u>	
<u>5</u>	<u>C) Glare: 5" diameter, blocks 2 levels heat and visible light, PR=2 per round (10)</u>	
<u>8</u>	<u>D) Glow: 9" diameter, PR=1 per hour (7.5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:		BASE HTH DMG:				
<u>10</u>		<u>10</u>		<u>76 lbs</u>		<u>d4</u>				
<u>12</u>	EN	<u>12</u>	<u>11-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>14</u>	AG	<u>14</u>	<u>11-</u>	<u>Punch</u>	<u>14-</u>	<u>d4+Aura</u>	<u>Kinetic</u>	<u>Y</u>	Physical	Mental
<u>13</u>	IN	<u>13</u>	<u>11-</u>	<u>Flame Blast</u>	<u>14-</u>	<u>2d6</u>	<u>Energy</u>	<u>Y</u>	<u>2</u>	<u>2</u>
<u>15</u>	CL	<u>15</u>	<u>11-</u>	<u>Laser</u>	<u>14-</u>	<u>2d6</u>	<u>Energy</u>	<u>N</u>		
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>136</u>		<u>Flame Aura</u>	<u>(d6+1)</u>	<u>(d6+1)</u>	<u>(d6+1)</u>	<u>(d6+1)</u>	<u>-</u>	<u>-</u>
V	SPENT									
<u>137</u>	TOTAL	<u>136</u>								

INITIATIVE: d6+1

MOVE: Ground 12

Leaping 0.5067

POWER (49):

HIT PTS (8):

HEALING: 1.6

CAPS: BCs: 37 Ability: 27 Dmg: 13 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 15