

jack

FIERY TEMPERED FLAMER

REAL NAME JAMES EDWARD BUCHANAN III
 GENDER MALE
 AGE 35
 SIZE MEDIUM

HEIGHT 6' 1"
 WEIGHT 165 LBS.
 HAIR N/A
 EYES RED

PL 12

PP 184 (XP: 3)

DEF 22 (FLAT: 13)
 DODGE FOCUS +7

STR	10	+0
DEX	10	+0
CON	40	+15
INT	10	+0
WIS	10	+0
CHA	10	+0

FORT	+15
REF	+0
WILL	+0
TOUGH	+12
KNOCKBACK: 17 / FLAT: 14	

ATT M/R +12 / +12
 UNARMED +0 (BRUISE)

INIT +20

HERO 1



ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+INJURED
FAIL 5+	STUNNED + BRUISED	+INJURED
FAIL 10+	STAGRD + STUNNED	+DISABLD
FAIL 15+	UNCONSCIOUS	+DYING

HITS & CONDITIONS													
⊖ STAGGERED					⊖ DISABLED					⊖ DYING			
⊖ FATIGUED					⊖ EXHAUSTED					⊖ UNCONSCIOUS			
BRUISES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
INJURIES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

POWERS & EQUIPMENT	
24	ALTERNATE FORM: FIRE [ALTERATION][FREE][PERSONAL][PERMANENT]
12	BLAST (FIRE) (PRECISE) 27:TOUGH [ATTACK][FULL][RANGED][INSTANT]
12	BLAST (FIRE BURST) 27:TOUGH [ATTACK][STANDARD][BURST (60-FT)][INSTANT]
10	FLIGHT [MOVEMENT][MOVE][PERSONAL][SUSTAINED]
10	IMMUNITY: LIFE SUPPORT, OWN POWERS [DEFENSE][REACTION][PERSONAL][PERMANENT]
12	STRIKE 27:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
7	STRIKE (FIRE AURA) 22:TOUGH [ATTACK][FREE][TOUCH][SUSTAINED]
6	ENVIRONMENT CONTROL: INTENSE HEAT 16:FORT [GENERAL][STANDARD][RANGED][PERMANENT]
11	IMMOVABLE (UNSTOPPABLE) [DEFENSE][REACTION][PERSONAL][PERMANENT]

DRAWBACKS/COMPLICATIONS
POWER LOSS - WHEN UNBROSE/COVERED IN WATER STRIKE (FIRE AURA), BLAST, AND FLIGHT ARE EXTINGUISHED AND UNUSABLE UNTIL HE DRIES (NO SAVE, THE FIRE SIMPLY GOES OUT). [D&B DC 5] [REV DC 15]

FEATS	
AMBIDEXTERITY	ELIMINATE OFF-HAND PENALTIES
ELUSIVE TARGET	DOUBLE PENALTIES FOR RANGED ATTACKS AGAINST YOU IN MELEE
FEARLESS	IMMUNITY TO FEAR EFFECTS
IMPROVED INITIATIVE (5)	+20 BONUS ON INITIATIVE CHECKS
INSTANT UP	STAND UP AS A FREE ACTION
MOVE-BY ACTION	MOVE BOTH BEFORE AND AFTER A STANDARD ACTION
TAKEDOWN ATTACK (2)	GAIN ADDTL MELEE ATTACK & 5 FT STEP WHEN YOU DROP AN OPPONENT
POWER ATTACK	REDUCE ATTACK BONUS TO INCREASE DAMAGE BONUS
PRECISE SHOT (2)	IGNORES CONCEALMENT UNLESS TOTAL COVER
DODGE FOCUS (7)	+7 DODGE BONUS

MOVEMENT
 BASE 30 / 60 / 120 LEAP 10 / 5 / 2
 FLIGHT: 100 M/H, 1000 F/R

LIFTING
 LIGHT: 33 LBS, MED: 66 LBS, HEAVY: 100 LBS
 MAX: 200 LBS, PUSH: 500 LBS

SKILLS	
ACROBATICS*	
BLUFF	
CLIMB	
COMPUTERS*	
CONCENTRATION	
CRAFT*	
DIPLOMACY	
DISABLE DEVICE*	
DISGUISE	
DRIVE*	
ESCAPE ARTIST	
GATHER INFO	
HANDLE ANIMAL	
INTIMIDATE	16 (+16)
INVESTIGATE*	
KNOWLEDGE*	
MEDICINE*	
NOTICE	
PERFORM*	
PILOT*	
PROFESSION*	
RIDE*	
SEARCH	
SENSE MOTIVE	
SLEIGHT OF HAND*	
STEALTH	
SURVIVAL	
SWIM	
PERFORM: COMEDY	
LANGUAGES	1
ENGLISH.	

ABILITIES 30 + SKILLS 4 (16 RANKS) + FEATS 22 + POWERS 96 + COMBAT 34 + SAVES 0 - DRAWBACKS -5 = 181 / 184

CONDITIONS

BLINDED 50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX
DAZED CAN TAKE NO ACTIONS, KEEPS DODGE BONUS
DEAFENED CANNOT HEAR, -4 INIT
DISABLED SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING
DYING FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR
ENTANGLED -2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED
EXHAUSTED 1/2 SPEED, -6 STR & DEX, -3 ATT & DEF
FATIGUED NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF
GRAPPLED CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE
HELPLESS +4 TO BE HIT (MELEE), 5 DEFENSE
INJURED EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE
INVISIBLE +2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT
NAUSEATED MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK
PARALYZED 0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS
PINNED HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF
PRONE -4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)
SHAKEN -2 TO ALL SAVES AND CHECKS
SICKENED -2 TO ALL ATTACK ROLLS AND CHECKS
SLOWED -1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED
STAGGERED 1 MOVE OR STANDARD ACTION PER ROUND
STUNNED STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT
UNCONSCIOUS KNOCKED OUT & HELPLESS

EXTRA EFFORT

CHECK BONUS +2 STR BONUS ON A SINGLE CHECK
INCREASE CARRY CAPACITY +5 STR CARRY CAPACITY FOR ONE ROUND
INCREASE MOVE DOUBLE MOVEMENT SPEED FOR ONE ROUND
INCREASE POWER +2 RANKS TO A POWER
GAIN POWER FEAT ADD POWER FEAT UNTIL END OF ENCOUNTER
WILLPOWER ADD'L WILL SAVE WITH LASTING EFFECT
SURGE GAIN ADDITIONAL STD OR MOVE ATTACK

HERO POINTS

IMPROVE ROLL REROLL AN ACTION. MIN 10+LOWEST ROLL
IMPROVE YOUR DEFENSE +5 DEF FOR 1 ROUND
HEROIC FEAT ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT
DODGE DOUBLE DODGE BONUS PER ROUND
INSTANT COUNTER COUNTER A POWER USED AGAINST YOU
CANCEL FATIGUE REDUCE FATIGUE BY 1 LEVEL
RECOVER SHAKE OFF STUNNED OR FATIGUE
ESCAPE DEATH STABILIZES DYING CONDITION
INSPIRATION HINT, CLUE, OR OTHER HELP FROM GM

GAME INFO

PLAYER MICHAEL GARNER
 CAMPAIGN FREEDOM CITY
 GM ETHAN PARKER
 PLAYER EMAIL

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

TEAM NAME

CITY
 BASE
 OTHER MEMBERS

TEAM NOTES

NPCS

BATTLE TACTICS

BACKGROUND

REAL NAME JAMES EDWARD BUCHANAN III
ORIGIN ACCIDENT
ALLEGIANCE CAUSE
OCCUPATION
1ST APPEARANCE
NATIONALITY AMERICAN
ETHNICITY WHITE
GENDER MALE
AGE 35
HEIGHT 6' 1"
WEIGHT 165 LBS.
HAIR N/A
EYES RED
MOTIVATION JUSTICE

PERSONALITY

PHYSICAL APPEARANCE

DETAILS