

# SPITFIRE

## SOLAR POWERED PARAGON

REAL NAME HORATIO HOLLENBACH  
 GENDER MALE  
 AGE 23  
 SIZE MEDIUM

HEIGHT 5' 9"  
 WEIGHT 160 LBS.  
 HAIR BROWN  
 EYES BROWN

**PL** 12

**PP** 184 (XP: 2)

**DEF** 20 (FLAT: 15)

<b>STR</b>	20	<b>+5</b>
<b>DEX</b>	12	<b>+1</b>
<b>CON</b>	20	<b>+5</b>
<b>INT</b>	16	<b>+3</b>
<b>WIS</b>	15	<b>+2</b>
<b>CHA</b>	18	<b>+4</b>

<b>FORT</b>	<b>+9</b>
<b>REF</b>	<b>+6</b>
<b>WILL</b>	<b>+6</b>
<b>TOUGH</b>	<b>+14</b>
PROTECTION: 10 FORCE FIELD: 4	
KNOCKBACK: 14 / FLAT: 7	

**ATT M/R** **+9 / +9**  
 UNARMED +5 (BRUISE)

**INIT** **+9**

**HERO**



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

HITS & CONDITIONS													
<input type="checkbox"/> STAGGERED	<input type="checkbox"/> DISABLED	<input type="checkbox"/> DYING											
<input type="checkbox"/> FATIGUED	<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> UNCONSCIOUS											
<b>BRUISES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
<b>INJURIES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

POWERS & EQUIPMENT	
<b>6</b>	<b>SUPER STRENGTH</b> [GENERAL][REACTION][PERSONAL][CONTINUOUS]
<b>12</b>	<b>STRIKE</b> 27:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
<b>10</b>	<b>PROTECTION (IMPERVIOUS)</b> [DEFENSE][REACTION][PERSONAL][PERMANENT]
<b>8</b>	<b>BLAST (PLASMA)</b> 23:TOUGH [ATTACK][STANDARD][RANGED][INSTANT]
<b>9</b>	<b>FLIGHT</b> [MOVEMENT][MOVE][PERSONAL][SUSTAINED]
<b>4</b>	<b>FORCE FIELD (AFFECTS OTHERS - UP TO 5)</b> [DEFENSE][FREE][PERSONAL][SUSTAINED]
DRAWBACKS	
POWER LOSS -SLEEPS IN LIV BED (1/2) [FREQ DC 5] [SEV DC 15]	
VULNERABLE -DARK MATTER [FREQ DC 10] [SEV DC 10]	
NOTICEABLE -PROTECTION: EMITS LIGHT [FREQ DC 15] [SEV DC 5]	

FEATS	
<b>POWER ATTACK</b>	REDUCE ATTACK BONUS TO INCREASE DAMAGE BONUS
<b>IMPROVED INITIATIVE (2)</b>	+8 BONUS ON INITIATIVE CHECKS
<b>IMPROVED GRAB</b>	GRAPPLE AS A FREE ACTION AFTER A SUCCESSFUL ATTACK
<b>TAKEDOWN ATTACK (2)</b>	GAIN ADDTL MELEE ATTACK @ 5 FT STEP WHEN YOU DROP AN OPPONENT
<b>ACCURATE ATTACK</b>	REDUCE DAMAGE BONUS TO INCREASE ATTACK BONUS
<b>IMPROVED DEFENSE (2)</b>	+8 DODGE BONUS FROM THE TOTAL DEFENSE ACTION
<b>IMPROVED DEFENSE (1)</b>	+6 DODGE BONUS FROM THE TOTAL DEFENSE ACTION
MOVEMENT	
BASE 30 / 60 / 120 LEAP 15 / 7 / 3 FLIGHT: 5T M/H, 50T F/R	
LIFTING	
LIGHT: 4.3 TONS, MED: 8.5 TONS, HEAVY: 12.8 TONS MAX: 25.6 TONS, PUSH: 64.0 TONS	

SKILLS	
ACROBATICS*	
BLUFF	(+4)
CLIMB	(+5)
COMPUTERS*	
CONCENTRATION	(+2)
CRAFT*	
DIPLOMACY	(+4)
DISABLE DEVICE*	2 (+5)
DISGUISE	(+4)
DRIVE*	2 (+3)
ESCAPE ARTIST	(+1)
GATHER INFO	3 (+7)
HANDLE ANIMAL	(+4)
INTIMIDATE	5 (+9)
INVESTIGATE*	
KNOWLEDGE*	
CURRENT EVENTS*	5 (+8)
MEDICINE*	4 (+6)
NOTICE	7 (+9)
PERFORM*	
PILOT*	
PROFESSION*	
RIDE*	
SEARCH	4 (+7)
SENSE MOTIVE	(+2)
SLEIGHT OF HAND*	
STEALTH	(+1)
SURVIVAL	4 (+6)
SWIM	4 (+9)
LANGUAGES	1
ENGLISH.	

ABILITIES 41 + SKILLS 10 (40 RANKS) + FEATS 10 + POWERS 79 + COMBAT 38 + SAVES 13 - DRAWBACKS -9 = 182 / 184

# SPITFIRE PL:12 PP: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** ADDT'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 NATHAN TOLBERT

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

BASE  
CITY

OTHER MEMBERS

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## TEAM NOTES

## NPCS

**DOMINIC WALKER [FAMILY]**  
ECCENTRIC UNCLE AND GUARDIAN

**STEWART (STEWIE) LANGSING [RIVAL]**  
CO-WORKER WEASEL

**GARY RILEY [CONTACT]**  
BOSS

**JOHNNY ROCKET [CONTACT]**  
SPEEDSTER

**BOWMAN [CONTACT]**  
ARCHER BORN AND BRED

**ELDRICH [CONTACT]**  
SORCERER SUPREME

## BATTLE TACTICS

## BACKGROUND

**REAL NAME** HORATIO HOLLENBACH

**ORIGIN** ENDOWMENT

**ALLEGIANCE** MORAL PHILOSOPHY

**OCCUPATION** LIFE GUARD

**1ST APPEARANCE**

**NATIONALITY** AMERICAN

**ETHNICITY** CAUCASIAN

**GENDER** MALE

**AGE** 23

**HEIGHT** 5' 9"

**WEIGHT** 160 LBS.

**HAIR** BROWN

**EYES** BROWN

**MOTIVATION** RESPONSIBILITY

## PERSONALITY

## PHYSICAL APPEARANCE

WHAT KIND OF DISTINCTIVE FEATURES DO YOU HAVE?

WHAT MOTIVATES YOU? WHAT ARE YOUR AMBITIONS?