

Name: Sky Fire
Alternate ID: Sarah Fagan

Val	Char	Base	Cost
10	STR	10	0
20	DEX	10	30
20	CON	10	20
10	BODY	10	0
13	INT	10	3
11	EGO	10	2
15	PRE	10	5
14	COM	10	2
4/12	PD	2	2
4/14	ED	4	0
5	SPD	3.0	20
6	REC	6	0
40	END	40	0
25	STUN	25	0
7"	RUN	6	2
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11- **Run:** 7"
DEX Roll: 13- **Swim:** 2"
CON Roll: 13- **Leap:** 2"
INT Roll: 12-
EGO Roll: 11-
PER Roll: 12-

Disadvantages	Pts
Distinctive Features: Mutant (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)	5
Hunted: UNTIL 8- (Mo Pow, NCI, Watching)	10
Psychological Limitation: Rebels Against Authority Figures (Very Common, Moderate)	15
Psychological Limitation: Code Against Killing (Common, Strong)	15
Psychological Limitation: Deeply Cares For Her Parents (Uncommon, Strong)	10
Psychological Limitation: Feels Her Heritage Destines Her To Heroics (Uncommon, Moderate)	5
Reputation: Troublemaker, 11- (Known Only To Schoolmates and Teachers)	5
Social Limitation: Secret Id (Frequently, Major)	15
Social Limitation: Teenager (Occasionally, Minor)	5
Vulnerability: 1 1/2 x STUN Water Attacks (Uncommon)	5
Vulnerability: 1 1/2 x BODY Water Attacks (Uncommon)	5
Vulnerability: 1 1/2 x Effect Water Attacks (Uncommon)	5

XP **Base Points : 150**
0 **Disads Total + 100**
 Experience Spent + 0
 Total Cost = 250



- Pts. Power/Skill/Perk/Talent END**
- 25 **Fire Powers:** Elemental Control, 50-point powers 2
- 25 1) **Flame Blast:** Energy Blast 8d6, Reduced Endurance (1/2 END; +1/4) (50 Active Points) 2
- 23 2) **Flame Shield:** (Total: 49 Active Cost, 44 Real Cost) Force Field (8 PD/10 ED), Reduced Endurance (1/2 END; +1/4) (22 Active Points) (Real Cost: 22) **plus** Energy Blast 2d6, Reduced Endurance (1/2 END; +1/4), Damage Shield (+1/2), Continuous (+1) (27 Active Points); Linked (Force Field; -1/4) (Real Cost: 22) 2
- 25 3) **Thermal Riding:** Flight 15", x8 Noncombat, Reduced Endurance (1/2 END; +1/4) (50 Active Points) 2
- 8 **Agile Flyer:** +2 with DCV (10 Active Points); Only While Flying Power loses about a fourth of its effectiveness (-1/4)
- 12 **Padded Costume:** Armor (8 PD/8 ED) (24 Active Points); OIF (-1/2), Activation Roll 14- (-1/2) 0

6 +2 with Fire Powers EC

- 3 Acrobatics 13-
3 Acting 12-
3 Breakfall 13-
5 Cramming
2 CuK: Goth Culture 11-
2 KS: Punk Music 11-
3 Paramedics 12-
3 Persuasion 12-
2 SS: Chemistry 11-
2 SS: Geology 11-
3 Seduction 12-
3 Shadowing 12-
3 Streetwise 12-
3 Trading 12-

118 : Powers Cost
46 + Skills Cost
86 + Characteristics Cost
250 = Total Cost

Base OCV: 7 Base DCV: 7
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +2 with Fire Powers EC, +2 with DCV (10 Active Points); Only While Flying Power loses about a fourth of its effectiveness (-1/4)

Combat Maneuvers						
Name	Phase	OCV	DCV	Effect		
Block	1/2	+0	+0	Block, Abort		
Brace	0	+2	1/2	+2 vs. Range Mod.		
Disarm	1/2	-2	+0	Can disarm		
Dodge	1/2	---	+3	Abort, vs. all attacks		
Grab	1/2	-1	-2	Grab two limbs		
Grab By	1/2	-3	-4	Move and Grab		
Haymaker	1/2*	+0	-5	+4DC to attack		
Move By	1/2	-2	-2	STR/2 + v/5		
Move Through	1/2	-v/5	-3	STR + v/3		
Set	1	+1	+0	Ranged attacks only		
Strike	1/2	+0	+0	STR or weapon		
Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 20 SPD: 5 ECV: 4
Phases: 3, 5, 8, 10, 12
4/12 PD (0/8 rPD) 4/14 ED (0/10 rED) MD: 0
END: 40 STUN: 25 BODY: 10



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