

Prometheus

PL	10	PP	150	Fire Controller
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Real Name Maxwell Fisher
 Gender Male
 Age

eyes
 hair
 size Medium
 height
 weight



STR	DEX	CON	INT	WIS	CHA
12	20	14	10	12	14
+1	+5	+2	+0	+1	+2

FORT	REF	WILL	TOUGH	DEFENSES
+7	+7 Evasion 1	+7	+12	Knockback: 6 / Flat: 3 Force Field: 10

DEFENSE	INIT	ATTACK	ATTACKS
16/13	+5	M +10 R +10	Unarmed +1 (Bruise)

HERO	ROLL	NORMAL	LETHAL
1 Enemy	<input type="checkbox"/> STAGGERED <input type="checkbox"/> DISABLED <input type="checkbox"/> DYING BRUISES □□□□□ INJURIES □□□□□	<input type="checkbox"/> FATIGUED <input type="checkbox"/> EXHAUSTED <input type="checkbox"/> UNCONSCIOUS	FAIL 4- BRUISED INJURED FAIL 5+ STUNNED + BRUISED INJURED FAIL 10+ STAGRD + STUNNED DISABLED FAIL 15+ UNCONSCIOUS DYING

POWERS	
14	Alternate Form (Fire)
10	Blast Alternate powers: 10 Create Object 5 Environmental Control [extreme heat, 100-ft. radius] 5 Environmental Control [daylight, 100-ft. radius] 10 Fire Control
6	Flight (500 MPH)
10	Force Field
5	Immunity (fire damage)
10	Strike Extra: Aura
DRAWBACKS	
Vulnerable -Water [Freq DC 15] [Sev DC 5] Power Loss -Exposed to water or vacuum [Freq DC 5] [Sev DC 10]	

FEATS	
Benefit (2)	Police rank: detective sergeant
Accurate Attack	Reduce dam. bonus to increase att. bonus
All-out Attack	Reduce def. bonus to increase att. bonus
Power Attack	Reduce att. bonus to increase dam. bonus
Precise Shot (1)	No penalty to shoot or throw in melee
Evasion (1)	1/2 damage from attacks w/a Reflex save
Distract (1)	Intimidate check to daze opponent for 1 rnd
Acrobatic Bluff	Feint & trick w/Acrobatcs rather than Bluff
MOVEMENT	
Base 30 / 60 / 120	Leap 11 / 5 / 2 Flight: 500m/h, 5000f/r
LIFTING	
Light: 43 lbs, Med: 86 lbs, Heavy: 130 lbs	Max: 260 lbs, Push: 650 lbs

SKILLS	
Acrobatics*	8 (+13)
Bluff	(+2)
Climb	(+1)
Computers*	1 (+1)
Concentration	8 (+9)
Craft*	
Diplomacy	(+2)
Disable Device*	
Disguise	(+2)
Drive*	1 (+6)
Escape Artist	(+5)
Gather Info	(+2)
Handle Animal	(+2)
Intimidate	4 (+6)
Investigate*	3 (+3)
Knowledge*	
Law*	3 (+3)
Medicine*	
Notice	4 (+5)
Perform*	
Pilot*	
Profession*	4 (+5)
Ride*	
Search	
Sense Motive	(+1)
Sleight of Hand*	
Stealth	(+5)
Survival	(+1)
Swim	(+1)
Languages	1
English.	

Abilities 22 + Skills 9 (36 ranks) + Feats 9 + Powers 70 + Combat 32 + Saves 13 - Drawbacks -5 = 150 / 150

PROMETHEUS PL:10 PP:150

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! 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 Ken Grey
 Campaign Top 10: Night Shift v.2
 GM Sophie Lagacé
 Player email shinjosan@hotmail.com

NeoPD Special Operations Bureau

base Neopolis
city Precinct 10
other members Lt. Therius
 Johnny Mortis
 Eulalia

 Angelina Knight (suspended)
 Skip Sparkypants (fired)

team notes

NPCS

Joan "Livewire" Moriguchi [Girlfriend]
 Reporter at the Neopolis Beacon

BATTLE TACTICS

BACKGROUND

real name Maxwell Fisher
origin
allegiance
occupation Detective-Sergeant, NeoPD
1st appearance Top 10: Night Shift v.1, issue #1
nationality American
ethnicity
gender Male
age
height
weight
hair
eyes
motivation

PERSONALITY

PHYSICAL APPEARANCE

What kind of distinctive features do you have?

What motivates you? What are your ambitions?

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

Alternate Form (Fire):	You can exist in a form other than mere flesh and blood (fire), giving you additional traits. It requires a free action to change into or out of your Alternate Form and you can do so once per round.
Alternate powers:	You can use only one of this group of powers at a time.
Blast:	You can make a fire-based damaging ranged attack. You make a ranged attack roll to hit the target. The attack's damage equals your power rank.
Create Object:	You can form "solid" fire objects out of nowhere. You can create any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex. Your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the power. You can create an object up to one 5-foot cube in size per power rank with Toughness up to your power rank.
Environmental Control:	You can create extreme heat OR daylight within a radius of 100 ft. Characters in extreme heat conditions must make Fortitude saving throws once per minute (DC 10, +1 per previous check) to avoid suffering 1 point of temporary Constitution damage. Those who have suffered Constitution damage from heat are fatigued. Characters who have lost half or more of their Con score are exhausted, while characters with a Con score of less than 3 are unconscious. Characters with Con 0 are dying. Heavy clothing imposes a -4 penalty on saves vs. heat. Heroes with the Survival skill may gain a bonus to their saves. Characters with appropriate Immunity do not need to make Fortitude saves for extreme temperatures.
Fire Control :	You have the ability to shape and direct fire at your Fire Control rank. You can control the movement and spread of flames with a damage bonus less than or equal to your power rank.
Flight:	You can fly through the air, including hovering in place. You have a flying speed of 500 MPH.
Force Field:	You can surround yourself with a protective field of force. A Force Field gives you a bonus on Toughness saving throws equal to its rank. Since it is Sustained, you can improve your Force Field using extra effort (see rules, p. 120). The Force Field turns off if you are unable to maintain it, for example, if you are stunned and fail a Concentration check.
Immunity (fire damage):	You are immune to the effects of fire damage, automatically succeeding on any saving throws or ability checks against them.
Strike:	Your inflict fire damage in melee combat. Your Strike rank substitutes for your Strength modifier to determine your melee damage.
Extra: Aura	This power automatically affects anyone touching you, including anyone you touch or strike with an unarmed attack. The aura and the unarmed attack affect the target separately. You can turn your aura on or off as a free action and it is Sustained in duration (the power's effect has its normal duration, so a Stun Aura's effect is still Instant and Lasting in duration). You can change your aura's duration with Duration modifiers. You can apply the Selective feat to control what parts of your body the aura covers.