

Blowtorch

Female; Age: 23; Height: 5' 2"; Weight: 135 lb.

Eyes: Green; Hair: Red

Power Level 10, 150 PP; Abilities 34 + Powers 82 + Advantages 4 + Skills 14 (28 ranks) + Defenses 16



Abilities

Strength	0	Agility	4	Fighting	3	Awareness	3
Stamina	2	Dexterity	3	Intellect	2	Presence	0

Offense

Initiative: +4

Attack Name

Attack Bonus & Resistance DC

Notes

Fire Blast: Damage 12	+3, DC 27	300/600/1200 ft., Fire, Crit 20
Throw	+3, DC 15	Bludgeon, Crit 20
Unarmed	+3, DC 15	Bludgeon, Crit 20

Powers

Fire Blast: Damage 12 (27 PP)

Fire, DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Create: Create 12 (alternate)

Volume: 4000 cft., DC 22 (Standard - Ranged, 300/600/1200 ft. - Sustained)

Dazzle: Cumulative Affliction 12 (alternate)

1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, DC 22; Alternate Resistance (Dodge), Cumulative, Increased Range: ranged; Limited: VISION (Standard - Ranged, 300/600/1200 ft. - Instant)

Snare: Cumulative Affliction 8 (alternate)

1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobilized, DC 18; Alternate Resistance (Dodge), Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 200/400/800 ft. - Instant)

✓ Fire Form (14 PP)

✓ Insubstantial: Insubstantial 3 (linked)

Fire, Energy; Increased Action: move [1 rank only] (Move - Personal - Sustained)

✓ Fire Sense: Senses 1 (1 PP)

Awareness: Fire (Personal - Permanent)

✓ Fireproof: Immunity 5 (5 PP)

Damage Effect: Fire (Personal - Permanent)

✓ Flight: Flight 7 (14 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

✓ Force Field: Protection 10 (20 PP)

+10 Toughness; Impervious, Sustained (Free - Personal - Sustained)

✓ Quick Change: Feature 1 (1 PP)

(Personal - Permanent)

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

Power Attack Trade attack bonus for effect bonus.

Precise Attack (Ranged, Cover) Ignore attack check penalties for either cover or concealment.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Flight: Flight 7 - Speed: 250 miles/hour, 0.5 miles/round

Routine Jump Distance - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.

Defenses

Dodge	8
Parry	4
Fortitude	7
Toughness	12
	Impervious: +10
Will	9

Hero Points: 1

Knockback: -12

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted

Movement		Skills			
		Total	Ranks	Ability	Other
Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet					
		Acrobatics	+8	4	4
		Athletics	+4	4	
		Deception	+0	-	
		Insight	+3	-	3
		Intimidation	+7	7	
		Investigation	-	-	2
		Perception	+3	-	3
		Persuasion	+0	-	
		Sleight of Hand	+7	4	3
		Stealth	+8	4	4
		Technology	-	-	2
		Treatment	-	-	2
		Vehicles	-	-	3

Validation Report

Validation Report (0 issues): Nothing identified

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