

Pyre

Male; Age: 24; Height: 5' 7"; Weight: 175 lb.
Eyes: Dark Brown; Hair: Dark Auburn

Power Level 10, 162 PP; Abilities 60 + Powers 46 + Advantages 22 + Skills 17 (34 ranks) + Defenses 17

Abilities

Strength	2	Agility	7	Fighting	7	Awareness	3
Stamina	4	Dexterity	3	Intellect	2	Presence	2

Offense

Initiative: +15

Attack Name	Attack Bonus & Resistance DC	Notes
Fire Eruption: Burst Area Damage 10	DC 25	250/500/1000 ft., Crit 20
Firebolt: Damage 13	+7, DC 28	325/650/1300 ft., Crit 16-20
Firestarter: Damage 10	DC 25	Crit 20
Firestorm: Line Area Damage 10	DC 25	Crit 20
Firewave: Cone Area Damage 10	DC 25	Crit 20
Tae Kwon Do: Strength-based Damage 3	+14, DC 20	Crit 20
Throw	+3, DC 17	Bludgeon, Crit 20
Unarmed	+12, DC 17	Bludgeon, Crit 20

Powers

- ü Doesn't Burn... Much: Immunity 10 (5 PP)**
 Common Descriptor: Fire/Heat Effects; Limited - Half Effect (Personal - Permanent)
- ü Fast: Speed 2 (2 PP)**
 Speed: 8 miles/hour, 120 feet/round (Free - Personal - Sustained)
- ü Pyrokinetic Array (35 PP)**
 - Fire Eruption: Burst Area Damage 10 (1 PP)**
DC 25; Burst Area: 30 feet radius sphere, DC 20, Increased Range: ranged, Subtle: subtle (Standard - Ranged, 250/500/1000 ft. - Instant)
 - Firebolt: Damage 13 (31 PP)**
DC 28, Advantages: Improved Critical 4; Accurate: +2, Increased Range: ranged (Standard - Ranged, 325/650/1300 ft. - Instant)
 - Firestarter: Damage 10 (1 PP)**
DC 25; Increased Range 2: perception, Subtle: subtle (Standard - Perception - Instant)
 - Firestorm: Line Area Damage 10 (1 PP)**
DC 25; Line Area: 5 feet wide by 30 feet long, DC 20, Selective (Standard - Close - Instant)
 - Firewave: Cone Area Damage 10 (1 PP)**
DC 25; Cone Area: 60 feet cone, DC 20, Selective (Standard - Close - Instant)
- Tae Kwon Do: Strength-based Damage 3 (4 PP)**
 DC 20; Accurate: +2 (Standard - Close - Instant)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Assessment** Use Insight to learn an opponent's combat capabilities.
- Attractive** Circumstance bonus to interaction based on your looks.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Defensive Roll 3** +1 active defense bonus to Toughness per rank.
- Equipment 1** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.



Defenses

Dodge	13
Parry	13
Fortitude	6
Toughness	7/4
Will	6

Hero Points: 1



Gil Andrews

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Advantages

Improved Critical 4: Firebolt +1 to critical threat range with an attack per rank.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Jack-of-all-trades Use any skill untrained.

Power Attack Trade attack bonus for effect bonus.

Prone Fighting No penalties for fighting while prone.

Takedown 2 Free extra attack when you incapacitate a minion.

Taunt Use Deception to demoralize in combat.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)

Fast: Speed 2 - Speed: 8 miles/hour, 120 feet/round

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

CoJ Honorary Communicator COJ-158 2, Commlink, Guardian Communicator 1

Complications

Vengeful Gil is dedicated to bringing justice to the world. The problem is that he often confuses vengeance for justice.

Vulnerability Due to his high internal temperature, rapid, dramatic drops in temperature have an increased effectiveness on Gil. Cold attacks get +5 to the effect.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+9	2	7	
Athletics	+5	3	2	
Close Combat: Tae Kwon Do	+12	5	7	
Deception	+5	3	2	
Expertise: St. Louis	+5	3	2	
Expertise: Streetwise	+5	3	2	
Insight	+4	1	3	
Intimidation	+4	2	2	
Investigation	+2	-	2	
Perception	+5	2	3	
Persuasion	+5	3	2	
Ranged Combat: Pyrokinetic Array	+5	2	3	
Sleight of Hand	+4	1	3	
Stealth	+10	3	7	
Technology	+2	-	2	
Treatment	+2	-	2	
Vehicles	+4	1	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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