

Plasmafire

Male; Age: 34; Height: 5' 11"; Weight: 180 lb.

Power Level 11, 149 PP; Abilities 20 + Powers 79 + Advantages 13 + Skills 14 (28 ranks) + Defenses 23

Abilities

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

Offense

Initiative: +8

Attack Name Attack Bonus & Resistance DC Notes

Fast Projection: Damage 9 DC 24 Crit 20

Plasma Jet: Line Area Damage 9 DC 24 Crit 20

Plasma Projection: Damage 12 +10, DC 27 300/600/1200 ft.. Crit 20

Throw +0, DC 18 Bludgeon, Crit 20

Unarmed +0, DC 18 Bludgeon, Crit 20

Powers

ü **Heat Resistant (10 PP)**

ü **Immunity: Immunity 10 (5 PP)**

Common Descriptor: Fire/Heat; Limited - Half Effect (Personal - Permanent)

ü **Immunity: Immunity 2 (2 PP)**

Environmental Condition: Heat, Environmental Condition: Radiation (Personal - Permanent)

ü **Immunity: Immunity 5 (3 PP)**

Sensory Affliction Effects; Limited: Visual only (Personal - Permanent)

ü **Magnetic Field: Protection 11 (24 PP)**

+11 Toughness; Impervious [2 extra ranks], Sustained (Free - Personal - Sustained)

ü **Plasma Projection Array (29 PP)**

Fast Projection: Damage 9 (1 PP)

DC 24; Increased Range 2: perception (Standard - Perception - Instant)

Plasma Jet: Line Area Damage 9 (1 PP)

DC 24; Line Area 2: 5 feet wide by 60 feet long, DC 19 (Standard - Close - Instant)

Plasma Projection: Damage 12 (27 PP)

DC 27; Accurate 3: +6, Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

ü **Plasma-Powered Flight: Flight 8 (16 PP)**

Speed: 500 miles/hour, 1 mile/round (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

Benefit: Phoenix Syndicate member Gain a significant perquisite or fringe benefit.

Defensive Attack Trade attack bonus for active defense bonus.

Equipment 2 5 points of equipment per rank.

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

Improved Smash No penalty for the smash action.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Teamwork +5 bonus to support team checks.

Well-informed Immediate Investigation or Persuasion check to know something.

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)

Plasma-Powered Flight: Flight 8 - Speed: 500 miles/hour, 1 mile/round



Defenses

Dodge 8

Parry 8

Fortitude 5

Toughness 14

Impervious: +13

Will 5

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Stefan Samonas

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Movement

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

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Phoenix Syndicate Base 4, Phoenix Syndicate Communicator (PS-014) 2, Phoenix Syndicate Vehicles 4

Complications

Police Record Plasmafire is wanted by local and federal law enforcement agencies.

Pyromaniac Stefan has a pathological desire to burn things.

Vulnerability Due to his heat-based powers, cold attacks and environments affect Samonas more than usual, doing+5 damage.

Background Information

Languages: English

Additional Details

PP earned so far: 10

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+5	2	3	
Deception	+4	2	2	
Expertise: Arson	+8	6	2	
Insight	+0	-		
Intimidation	+4	2	2	
Investigation	-	-	2	
Perception	+2	2		
Persuasion	+2	-	2	
Ranged Combat: Plasma Projection	+4	4		
Sleight of Hand	+4	4		
Stealth	+0	-		
Technology	+8	6	2	
Treatment	-	-	2	
Vehicles	-	-		

Validation Report

Validation Report (0 issues): Nothing identified

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